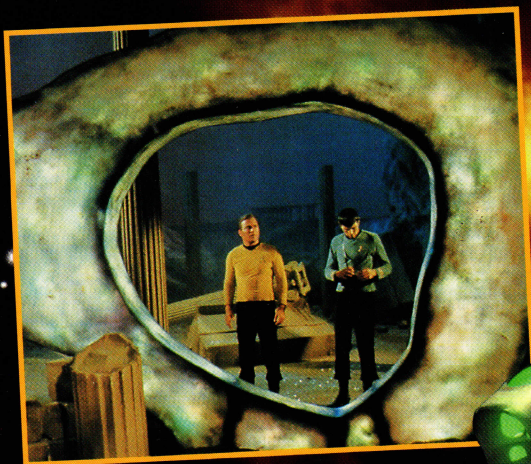




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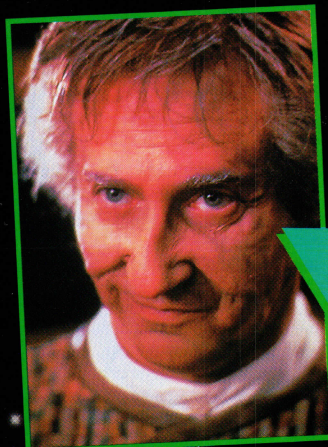
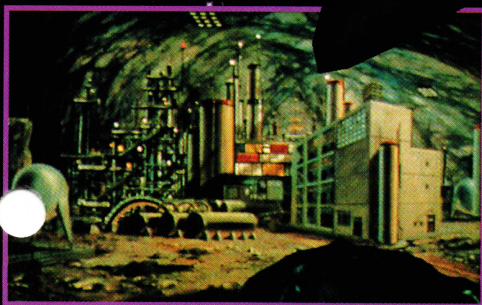
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The U.S.S. VOYAGER's allies against the Krenim

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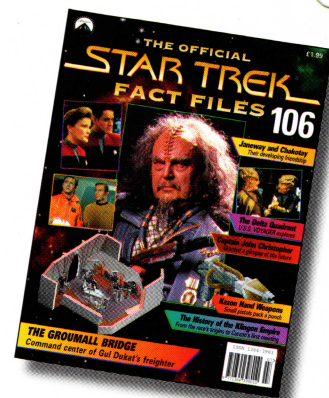
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The Guide to the STAR TREK Galaxy

FILE 10

CARD 16C

THE LEGEND OF B'HALA



The return of an ancient painting to the Bajoran people eventually leads the Emissary, Captain Benjamin Sisko, to the remains of the long-lost city of B'hala — and an important revelation about Bajor's future.

Few places are more famous, or more important to the Bajoran religion, than the legendary city of B'hala. For centuries, the location of B'hala has been lost to memory; the only proof that it existed at all comes from a small icon painting, produced more than 20000 years ago.

The center of this painting depicts a **bantaca**, an 11-meter-high stone spire around which many ancient cities were built. These pillars were constructed from thousands of stones, packed so tightly together that they did not need mortar for adhesion. The bantaca marked a city's place in the cosmos; the inscriptions carved upon it spelled out the settlement's exact location in respect to the stars.

These markings traditionally appear on all four sides of the spire; unfortunately, as only two sides of the spire are visible in

the painting, there is not enough information to locate B'hala.

Bajoran archeologists have searched for the ancient city without success for 10000 years. The mystery surrounding its location has become a myth of its own, with **Zocal's Third Prophecy** stating that only someone who has been touched by the **Prophets** will be able to find the city.

Plundered

When the **Cardassians** invaded **Bajor**, the painting of B'hala was one of the many art treasures they plundered. It is finally returned some years after the end of the occupation, to be displayed in the State Museum in **Ilvia**. Before it is delivered there, the icon is temporarily housed on **Deep Space Nine**, where the **Emissary**, **Captain Benjamin Sisko**, intends to study it.

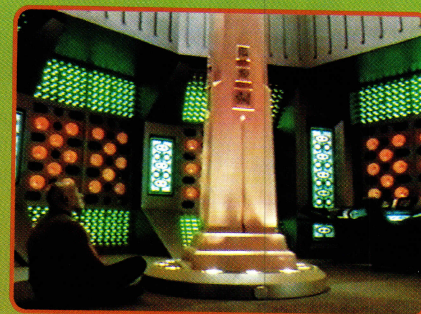
Sisko recreates a lifesize replica of the bantaca in



the station's **Holosuite 4**, using computers to magnify certain details of the painting. This allows him to focus in on, and enhance, a reflection of the hidden sides of the spire that can be seen in the waterfall behind it. The symbols are fuzzy, but he makes some progress.

Unexpected buzz

When trying to save the program, Sisko is hit by an energy burst from the console. This causes damage to his synaptic relays, causing him to experience a series of visions that he comes to



▶ Dreaming spires

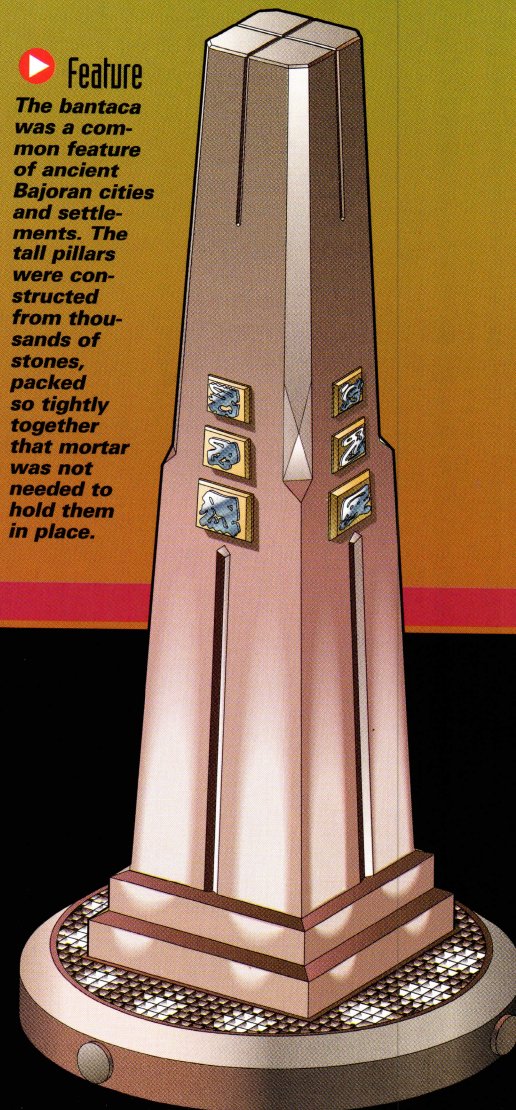
Captain Sisko uses **Holosuite 4** to create a lifesize replica of the spire that holds the key to finding B'hala.

◀ Lost and found

In caves deep beneath the surface of Bajor, Sisko and Kasidy Yates locate the remains of the lost city.

▶ Feature

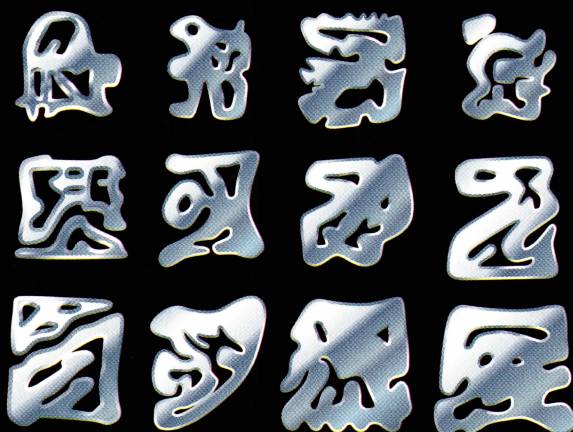
The **bantaca** was a common feature of ancient Bajoran cities and settlements. The tall pillars were constructed from thousands of stones, packed so tightly together that mortar was not needed to hold them in place.



BAJORAN INSCRIPTIONS

Lost and found

These inscriptions, written in ancient Bajoran script, enable Captain Ben Sisko to locate the lost city of B'hala, deep beneath the surface of Bajor. Using the computers on **Deep Space Nine**, Sisko is able to enlarge the spire's reflection in the painting of B'hala returned by the **Cardassians**. His detective work is completed by visions from the **Prophets**.



GALAXY FACTS

Major Kira Nerys calls Captain Sisko's visions a 'Pagh'tem'fah.' The visions exact a heavy toll on Sisko's health.

Sisko's discovery of B'hala finally convinces the skeptical religious leader, Kai Winn, that the captain is the Emissary of the Bajoran Prophets.

believe are messages from the Bajoran Prophets.

Under the influence of these visions, Sisko carves food into the shapes of the missing symbols, allowing him to decipher the location of B'hala. The captain beams down to Bajor with his girlfriend, **Kasidy Yates**, and, in caves below the planet's surface, they find the remains of the ancient city – just where Sisko predicted they would be.

B'hala features prominently in Sisko's visions. In one, he is in the city

itself, on the eve of the **Peldor Festival**. He can hear the temple chimes ringing, smell the burning **bateret** leaves, and taste the incense in the air.

Visionary

During this vision, he sees how Bajor's history fits together: past, present, even its future. In a later vision, Sisko is given a glimpse of that future. He is on Bajor; the city

of B'hala has been rebuilt, and the people are celebrating in the streets. A swarm of locusts momentarily blot out the sky, but move on to **Cardassia**.

Unsure of what this means, Sisko turns to **Kai Winn** for guidance. She permits him to use the Bajoran **Orb of Prophecy**. What he sees in the Orb vision leaves him in no doubt: it is too soon for Bajor to join the **United**

Federation of Planets.

At the last minute, Sisko is able to dissuade Bajor's leaders from signing a membership treaty.

Meaning revealed

The wisdom of Sisko's actions only becomes apparent later. When the **Dominion** invades the **Alpha Quadrant**, Bajor's neutrality allows it to sign a non-aggression pact that would have been impos-

Sisko's visions of the future enable him to dispense words of comfort to Bajoran farmers, worried about their land and crops.

sible for a planet in the Federation, ensuring its security. The locusts in Sisko's vision represented the bug-like ships of the Dominion; they paused over Bajor before moving on to their new ally, Cardassia. The discovery of B'hala thus plays an important part in saving the Bajorans from the horrors of the Dominion.

This painting of B'hala shows the ancient city in all its splendor. Sisko uses the picture to help him create a hologram of the bantaca.



The Guide to the STAR TREK Galaxy

FILE 10 CARD 16C

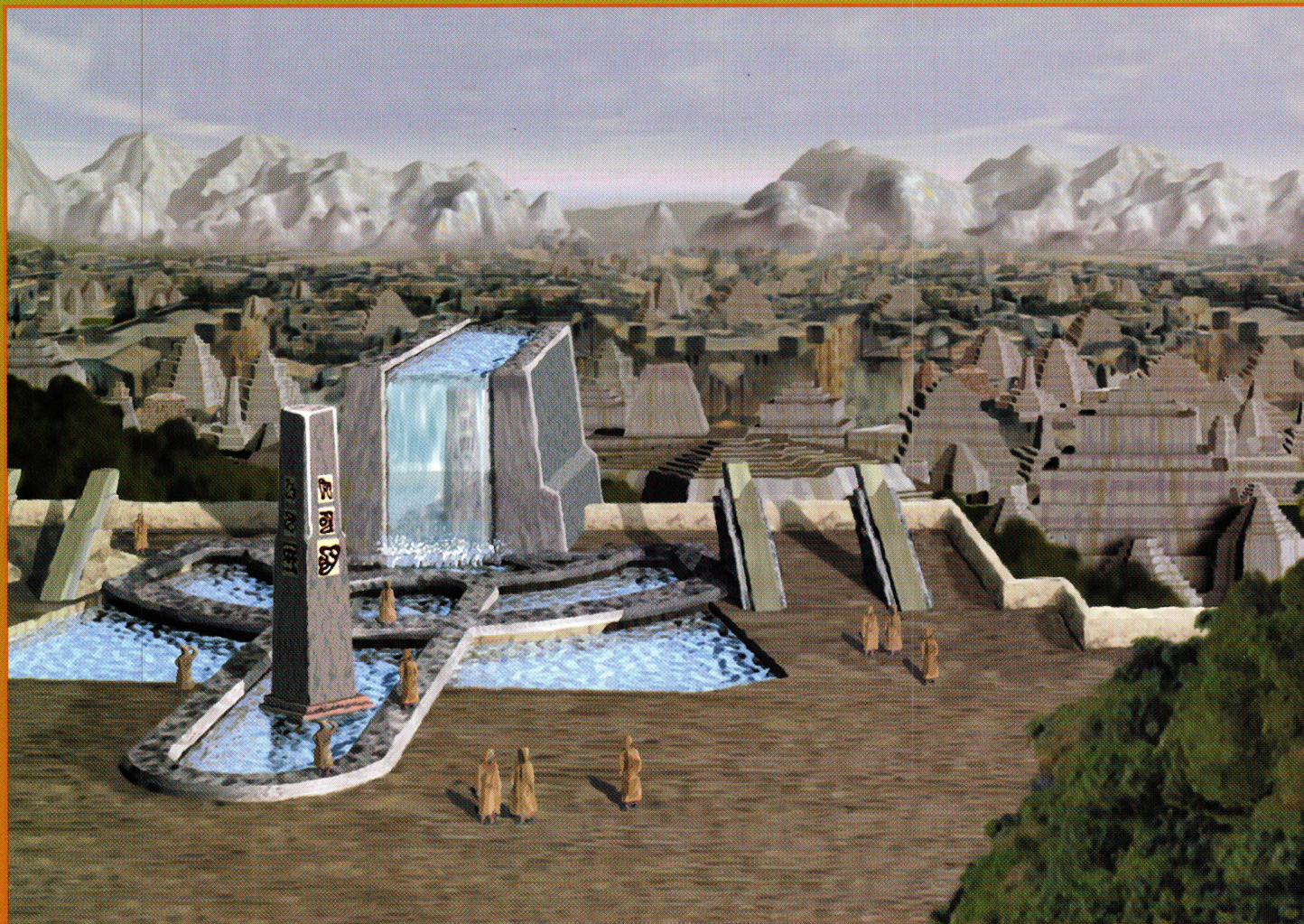
THE LEGEND OF B'HALA



Sisko's interest in B'hala becomes something of an obsession. The captain risks his life to gain further visions.



Breaking through rock and sediment, Sisko and Kasidy Yates are able to look down upon B'hala's glorious ruins. The sight of the bantaca confirms their discovery.

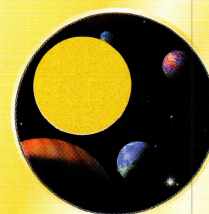


The Guide to the STAR TREK Galaxy

FILE 4 CARD 15



STAR SYSTEMS



STAR SYSTEMS

YADERA II

A hospitable Gamma Quadrant planet is home to an apparently idyllic village set in a picturesque valley, but there is something very unusual about the settlers.

The **Gamma Quadrant** boasts many unusual life forms and inhabitants, but few can rival the extraordinary origins of the peaceful community nestled within a small valley on **Yadera II**.

The society and architecture are based on that of **Yadera Prime**, before the **Dominion** invasion of 30 years before, but it takes a mysterious crisis within the village, and the intervention of **Security Chief Odo** and **Lt. Commander Dax** of **Deep Space Nine**, for the populace to learn the extraordinary truth.

Law and order

The village is a peaceful society with a hierarchical structure, although there is no elected leader as such.

Emphasis is placed on the opinions and thoughts of elder members, and everyone is happy to turn to **Protector Colyus**, who acts as the law enforcer. Colyus is regarded as something of a spokesperson.

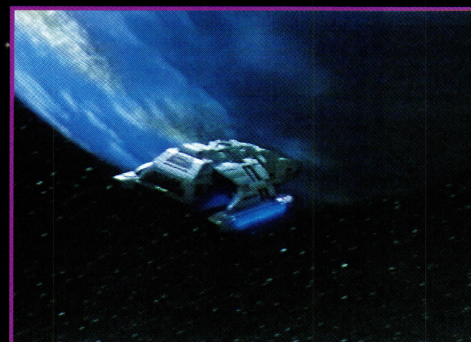
Attire

The people of the colony wear long white robes, shirts of a white-cream linen material with draping sleeves, and loose-fitting white trousers. The only difference between the attire of the sexes is that the men have flat-topped white hats and beads over the right ear, while the women wear simpler hooded robes, and have long pendants that hang down to waist level.

The Yaderans live by a strong moral code, but are hospitable to strangers. A

friendly and genuine race, they gladly accept help when it is offered, and recognize their own limitations.

Evidence points to these people valuing tradition, and the institution of marriage. The fable related by **Taya**, granddaughter of founder **Rurigan**, gives an insight



▲ **Constable Odo and Lt. Commander Dax** approach **Yadera II** in a **RUNABOUT**. It is a **Class-M** planet, and provides a suitable climate and environment to sustain life.



▲ The village on **Yadera II** looks a little incongruous set amid the rocky outcrops of the rest of the planet – but there is a reason for this.

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SIMPLE LIVING

Good life

'Founded' by **Rurigan**, the eldest member of the community, the village is identical to his former home on **Yadera Prime** that was destroyed by the **Dominion**. The climate on **Yadera II** is warm and sunny, and the people reflect this in their dress and architecture. The simple, elegant buildings are made from cool, white stone, and good use is made of open archways. A minimal approach has been taken to furnishings, with a proliferation of tasteful tables and chairs. Artificial power provides lighting and heating, but the overall impression is of a simple, self-sufficient, and tight-knit community whose members have worked very closely to create a peaceful society and way of life which they are happy to share.

▶ The **Yaderan** species includes more than one race; all groups live together peacefully, with no indication of racial tension.



▲ Plant life is varied on **Yadera II**, and plays an important role in the aesthetics of the communal areas.



Planet Yadera II
Class M Quadrant Gamma
Society based on Yadera Prime

Surface Dry but fertile, with varied plant life.
Climate Temperate.
Life Forms An entire village of humanoids is sustained by a hologenerator. They are not life forms by the traditional definition, but the holograms have developed sentience.
Laws Very little crime, with only one member of the settlement, **Colyus**, acting as a law enforcer.
Starship Log STAR TREK: DEEP SPACE NINE 'Shadowplay'



The Guide to the STAR TREK Galaxy

FILE 4

CARD 15



YADERA II

▼ The people of Yadera II crowd round to listen to Dax's amazing explanation for the disappearance of their fellow villagers.



▲ Children dress in smaller versions of adult wear, but wear pendants rather than large necklaces.



▲ The hologenerator is able to project the villagers only so far. Dax and Odo detect the boundary of their world.

into their belief system, as does the Yaderan version of a divine entity they call the **Great Minra**.

It is true to say that the most important factor in the lives of the villagers is the concept of family. Each member of the society appears to be equally important to the village's wellbeing, leading to a strong sense of community.

Mystery

Yadera II is mostly a peaceful society, but occasionally, in his 10 years of service, Colyus has had to break up a

fight or investigate a petty theft. But that is the limit of his policing duties – until he must investigate the baffling disappearances of 22 members of the community.

Dax solves the mystery when she deduces that the reason the population is diminishing is because they are holographic projections of **omicron particles**, and that the machine that creates them is failing. The villagers find this explanation preposterous at first, but accept the truth when they witness parts of themselves literally

fading away when they move outside the boundary of the **holo-generator's** range.

Dax and Odo discover that Rurigan is behind this creation. He is the only 'real' villager, and is responsible for the hologenerator that powers the village and its inhabitants.

Sentience

The hologenerator's program has developed to the point where the characters possess consciousness, independent thought. Taya is a case in point; the holoprogram has been continually

running for 30 years, but she is only 10. Her character and attributes are the result of her upbringing by her father and mother, not of Rurigan's influence.

It is this fact that makes the holovillagers much more than just projections from a failing computer system. Their society, based on the specific memories of Rurigan, and programmed to include a full lifecycle for each member of the populace, has adapted the same way as any other would.

For this reason, Dax

GALAXY FACTS

► Other holodeck programs have created sentient beings, including Professor Moriarty aboard the *U.S.S. Enterprise NCC-1701-D*.

► Hologenerators are used by the Federation to conceal survey stations from local populations.

► Colyus, as law enforcement officer of Yadera II, is the only member of the village permitted to carry a weapon.

repairs the hologenerator rather than let the system fail, as Rurigan wishes. Continued life is given not only to the villagers who survived the breakdown, but also to the 22 'lost' characters, who are regenerated.

Ultimately, his strong love of life – of any definition – allows Rurigan to realize that this unique community has the right to continue, and not be left to die. It also allows the fascinating continued development of the 'people' of Yadera II.

VIRTUAL REALITY

Creating life

Rurigan constructs and programs the hologenerator based on all that he lost when the Dominion took over his homeworld, Yadera Prime. Colyus, Taya, the others, and even the village itself, are his invention, but over the years the hologenerator's program has evolved to the extent where it can generate sentience in the characters.

In effect, the hologenerator has created an entirely new life form which will continue to develop in the coming years, and may even thrive after Rurigan's death.

► Colyus holds a public meeting in the town center to inform the villagers that their visitors have some disturbing news to tell them.



► Despite their gentle nature, the Yaderans employ a law enforcement officer, who has the use of a handheld firearm.





THE UNITED FEDERATION
OF PLANETS

The Guide to the STAR TREK Galaxy

FILE 7

CARD 15A



THE UNITED FEDERATION
OF PLANETS

JANUS VI

The sixth planet of the Janus system, **Janus VI**, is an attractive, fiery red planet, rich in valuable minerals. The planet is home to an ancient race, the **Horta**, and to a more recent colony of miners.

Janus VI is a remote world with a turbulent atmosphere of swirling red dust and gases, lending the planet an attractive appearance when viewed from space.

A **Federation** pergium production station is situated beneath the surface, in a vast cavern illuminated by huge suspended lighting panels. The facility is virtually a small city, and comprises living quarters, an office block-style building, various cylindrical structures which might be storage silos, and what looks

like an ore processing plant.

Each of these is linked by tracks across the rough ground. The population mainly consists of experienced mining engineers. They wear orange one-piece uniforms, with black belts and zips up the front.

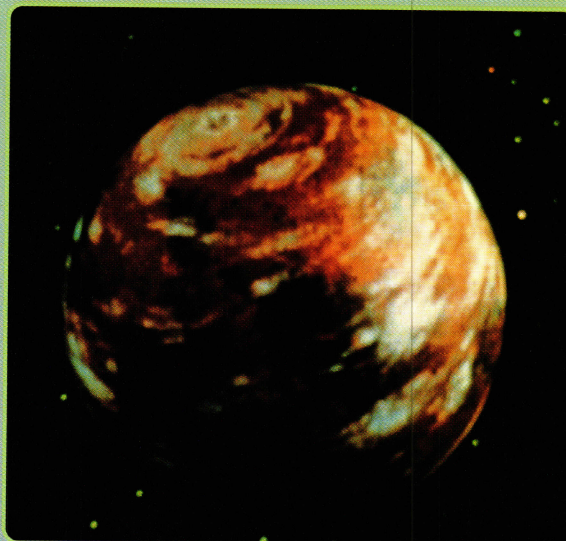
The colony's power, including that required for heating and life support systems, is supplied by a single **PXK reactor**. This nuclear energy source is antiquated, which indicates that it has been servicing the Janus VI facility since its establishment. Without a pump mechanism, it

would quickly go supercritical and poison half the colony.

For 50 years, the colony operates a successful mining operation under difficult conditions. It supplies the vital pergium needed to fuel reactors and maintain life support systems on a dozen worlds,

▶ Echoes of Mars

Seen from space, Janus VI possesses a reddish appearance, similar to the planet Mars, of the Sol system. Its atmosphere appears volatile, but there is no surface volcanic activity.



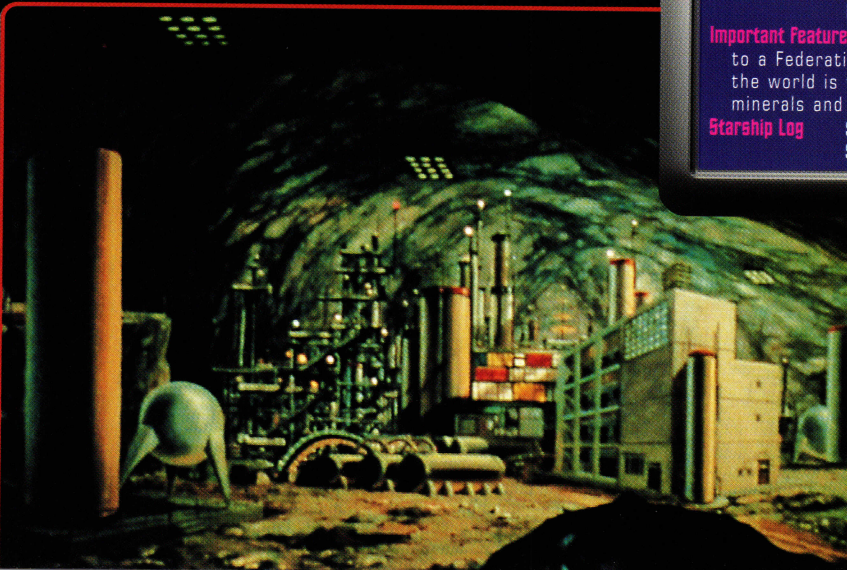
SUBTERRANEAN INDUSTRY

Mineral riches

The Federation established a mining colony on Janus VI some time in the second decade of the 23rd century. The planet's crust is rich in minerals which are valued by Federation industries and Starfleet, such as pergium, used by many planets to power essential systems

such as life support. Janus VI is a major supplier of pergium. It has always been a difficult operation to get to the mineral strata, but thanks to a partnership between the human miners and the native Horta forged in 2267, the colony's wealthy future looks assured.

▶ **Janus VI, once reliant on antiquated facilities such as a PXK reactor, looks set to become productive and profitable in the future.**



Planet Janus VI

Class M

Quadrant Alpha

Type Mining colony

Primary star Janus

Atmosphere The atmosphere appears to be gaseous and dust-ridden.

Surface As the production station is situated underground, the surface is most likely inhospitable. There is no tectonic activity.

Life Forms The Horta, a silicon-based sentient life form.

Important Features Janus VI is home to a Federation mining colony; the world is very rich in precious minerals and metals.

Starship Log STAR TREK: The Original Series 'Devil in the Dark'

as well as yielding unusually rich loads of other rare metals and elements, among them gold, uranium, serium, and platinum.

Untouched treasure

Indeed, the planet has been referred to as a 'treasure house,' which explains the Federation's tenacity. It could theoretically supply the mineral needs of a thousand planets, if the mineral strata were able to be accessed more easily.

For this reason, it is a near-disaster for the Federation when production comes to a sudden halt in the year 2267. The colony

▶ **The subterranean world of Janus VI is a labyrinth of tunnels; the higher levels are mapped and inhabited by miners.**





The Guide to the STAR TREK Galaxy

FILE 7

CARD 15A

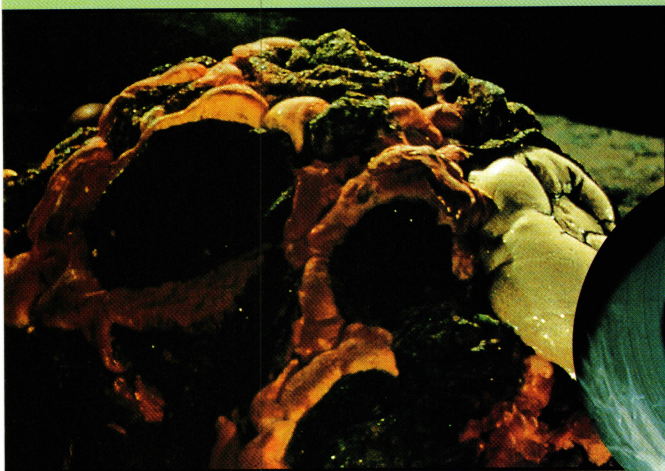


THE UNITED FEDERATION
OF PLANETS

THE UNITED FEDERATION
OF PLANETS

JANUS VI

▼ The Horta are indigenous to Janus VI. They are an ancient race with quite logical minds, and are thought to be highly intelligent creatures.



sends out a distress call which is answered by the **U.S.S. Enterprise NCC-1701**, explaining that more than 50 miners have been killed by a mysterious menace in the lower levels.

Trouble down pit

Captain James T. Kirk, Mr. Spock, and Dr. McCoy beam down to meet with the administrative head of the facility, **Chief Engineer Vanderberg**. His office features a large window looking out at the rest of the facility; the corridors of this building appear to have been built into existing tunnels, with supporting walls but open roofs.

The conditions encountered by the *Enterprise* crew does not suggest a thriving mining colony. Facilities such as the PXX reactor are outdated, but the panic over the recent deaths has evidently contributed to the feeling

of neglect. Pieces of disused and broken machinery are strewn around the mines, and the work force is simmering with violence.

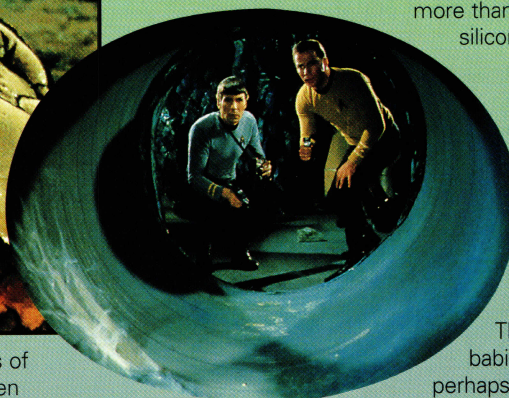
The pergium is desperately needed, and so a hunt for the deadly creature or creatures is organized. The mines comprise literally thousands of tunnels, stretching down at least 23 levels into the planet's mineral-rich crust. The majority of these appear to have existed already when the production facility was installed. The existing tunnels were charted in 2266.

Misunderstanding

The mines are all of similar proportions, being roughly the same height and width. The rock is of a dull bluish hue, and, unusually, the ground is completely smooth.

The cause of

▼ The tunnels in the lower levels of Janus VI have been smoothly carved by the movements of the Horta; the creatures secrete a natural acid.



her eggs against what she sees as 'murderers.' The miners have been unwittingly destroying the eggs, unaware they are anything more than worthless silicon nodules.

Horta culture

Thanks to a mind-meld between Mr. Spock and the Horta mother, the creature and the miners are reconciled.

The hatching Horta babies prove to be perhaps "the greatest natural miners in the universe," carving smooth, rounded new tunnels through the mineral seams with their natural corrosive excretions.

This remarkable partnership is brokered before the *Enterprise* leaves orbit,

GALAXY FACTS

▶ The chamber into which the miners accidentally break – in which the mother Horta has stored her eggs – is known to the Horta as the 'Vault of Tomorrow.'

▶ Pergium is very important to Starfleet; the valuable mineral is still used in the filter, regeneration of the environmental controls on *Intrepid*-class starships in the 2370's.

and looks set to bear great fruit for the Janus VI colony. The mining aptitude and efficiency of the Horta is unparalleled, and allows access to regions previously thought inaccessible. The production facility could be as much as 1000 times more profitable because of the alliance; as Captain Kirk puts it, Chief Engineer Vanderberg and his miners are on their way to being "embarrassingly rich."

DISCOVERY OF A NEW LIFE FORM

Disastrous first contact

In 2267, the Federation mining colony on Janus VI reports a series of unexplained and gruesome deaths among its population. The charred remains of miners are found in the lower levels; they have apparently been killed by an unknown monster. The crew of the **U.S.S. Enterprise NCC-1701** investigate. First Officer Spock discovers that the miners had unknowingly disturbed the hatchery of the native Horta; the sole mother Horta thought she was defending her young from murderers. When the

children hatch, they prove to be natural miners, much to the delight of the human colonists.



▶ The mother Horta attacks with incredible speed; her acidic secretions incinerate her human victims.



▼ The 'silicon nodules' found by the miners are, in fact, Horta eggs; all but one of the creatures die out every 50000 years.



▶ Spock mind-melds with the mother Horta, allowing her to communicate with the human miners.

▶ The angry miners seek revenge, unaware that they in turn have murdered thousands of Horta.



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

APPENDIX CARD 2E



OTHER GROUPS
AND RACES

MIRROR UNIVERSE PERSONNEL

MILES O'BRIEN

In the **mirror universe**, **Miles O'Brien** still has a talent for repairing machinery, but his personality is completely different. O'Brien has become a paranoid and downtrodden man, just another prisoner of the **Alliance**. The leader of the rebels, the mirror **Sisko**, doesn't like the name Miles, and so gives the man who never smiles the ironic nickname '**Smiley**'. Smiley shows that decency and courage remain within him when he helps the

primary universe **Julian Bashir** and **Kira Nerys** escape from **Terok Nor**. Smiley is inspired by the description of his primary counterpart, who has the respect of his colleagues, and a wife and child. This knowledge turns his life around; he joins, and eventually leads, the **Terran Rebellion** against the Alliance.

▼ *The mirror universe Miles O'Brien does not have a family to look after; he is a loner, and dislikes most people – including himself.*



ODO

The Changelings of the **mirror universe** have not yet been encountered – if they even exist – due to both the **Alliance** and the **Terran Rebels'** ignorance of the **Bajoran wormhole**.

The exception is the mirror **Odo**, who serves as the cruel and unsympathetic warden to the Terran Rebels on **Terok Nor**. He seems to have been better treated when being 'raised' than was the primary Odo, who was

regarded as an oddity by the **Bajorans**. The Alliance appears to recognize their shapeshifter for the asset that he is, and he is a valued member of the **Intendant's** personnel.

The Intendant is thus furious when the primary universe **Dr. Bashir** kills her valuable shapeshifter. She describes him as the only one of his kind, unique and irreplaceable, and in doing so perhaps reveals an unusual fondness.



▲ *The mirror Odo has not had the softening influence of the Federation to curb his harsh nature. The Intendant values him highly, and places him in charge of the Terran prisoners on TEROK NOR.*

QUARK

The mirror **Quark**, like his primary counterpart, owns the bar on **Terok Nor**, and is primarily concerned with turning a profit. However, unlike the Quark of the primary universe, this **Ferengi** bar owner does his best to satisfy his customers, especially the **Intendant** and her associates, and sometimes even puts the interests of others above his own.

The mirror universe Quark is sympathetic to the **Terran Rebellion**, and he is willing to risk his business and even his life to help them, much to the surprise of the primary **Kira**.

The unconventional Ferengi's subversive actions are tolerated for a while by the Intendant, but eventually he goes a step too far. Quark is discovered helping a Terran escape from **Terok Nor**, and is dragged from his bar to the Intendant, who orders his immediate execution. **Quark's bar** is subsequently taken over by his brother, the hardened soldier **Rom**, who vows revenge for Quark's death.

▶ *For reasons known only to himself, the mirror Quark is a covert ally to the Terran underground cell operating on TEROK NOR.*





OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

APPENDIX 2E



OTHER GROUPS
AND RACES

MIRROR UNIVERSE PERSONNEL

ROM

The mirror **Rom** is far more ruthless than his counterpart of the primary universe. As on *Deep Space Nine*, however, he is ultimately loyal to his brother, **Quark**, even after his death. When Quark is killed for helping a Terran prisoner to escape, Rom inherits the bar. More than profit, however, he desires vengeance for the death of his brother; to this end, he is brave enough to pretend to be a spy for the **Alliance**, as part

of **Benjamin Sisko's** plan to free **Professor Jennifer Sisko**. Rom is killed by the **Cardassian** first officer of *Terok Nor*, **Garak**. The Ferengi meets a very undignified end: after his execution, Rom's body is hoisted upon an airlock door as a warning to the rest of the **Terran Rebellion**.

▶ *The mirror Rom meets an unfortunate demise on TEROK NOR, when he is discovered helping the Terran Rebels.*



SISKO, BENJAMIN

In the mirror universe, **Benjamin Sisko** has a better life than most Terrans, but he is nothing like the **Emissary** of the primary universe. He fights his way up from the mines and becomes captain of a ship that collects 'taxes' for the **Intendant**. Sisko's freedom may well be in exchange for sexual favors, as he suggests that the Intendant allows him a special status because "I amuse her."

Sisko is married to **Jennifer Sisko**, a Terran scientist, but

▶ *Inspired by his primary universe counterpart, the mirror Sisko also demonstrates leadership qualities.*

their relationship has cooled. Jennifer calls him insensitive, egotistical, and self-absorbed. Sisko does, however, become leader of the **Terran Rebellion** after his encounter with the primary universe **Major Kira**.



SISKO, JENNIFER

The mirror **Jennifer Sisko** is foremost a professor, and the estranged wife of the mirror **Benjamin Sisko**. Jennifer is a daughter of one of the few privileged Terran families; they are probably **Alliance** collaborators.

Until the primary universe Benjamin Sisko rescues her from *Terok Nor*, Jennifer believes that her **transpectral sensor array** will force the rebels and the Alliance to seek a peaceful settlement. She never gives birth to a mirror universe

▶ *Professor Sisko is a dedicated scientist trying to make peace between the Alliance and the Terrans.*

Jake Sisko, but she comes to love the primary universe Jake as the son she never had. Jennifer is shot down in cold blood by the **Intendant**, who is escaping from *Terok Nor*.



TUVOK

The mirror **Sisko** commands a ragtag crew which includes Terrans, **Trills**, and **Vulcans**, including a mirror universe **Tuvok**. All of these races are apparently enemies of the **Alliance**; the specific motivations of each race are unclear, but it is known that **Vulcan** was a member of the **Terran Empire** during its days of power. **Spock**, the Vulcan first officer of the *I.S.S. Enterprise*, was responsible for the empire's fall, becoming a latter-day **Surak** by preaching a new era of peace, but the Vulcans of this universe are as warlike as ever, judging

by the mirror Tuvok.

This Tuvok never served on the *U.S.S. Voyager NCC-74656*, and so was never lost in the **Delta Quadrant**. He becomes a member of the **Terran Rebellion** on *Terok Nor*, fighting for freedom against the oppressive Alliance. As a rebel, Tuvok combines Vulcan logic, strength, intellect, and aggression to fight for the Terran cause and for his own people, as the Alliance is unlikely to look kindly upon former members of the once-tyrannical Empire.



▶ *As a former member of the Terran Empire, Vulcan also fell to the Alliance. Some Vulcans join the rebellion.*

WORF

The formidable Regent of the combined military forces of the **Klingon Empire** and the **Cardassian Union** is the mirror **Worf**. Nothing remains of the **Starfleet** officer; this Worf is all **Klingon**, seemingly untempered by a loving human upbringing.

Regent Worf commands a fleet to retake *Terok Nor* from the **Terran Rebels**. On board his flagship, Worf holds captive the **Intendant's** former first officer, **Garak**, chained in a neck collar; he blames the Intendant and

Garak for the rebel uprising. The Regent's fleet is challenged by the mirror universe's **Starship Defiant**, commanded by the primary universe **Captain Sisko**, and by the mirror **Bashir's** rebel raider ship. Worf is ultimately forced to retreat.

▶ *The Klingon Regent Worf does not appear to have had the benefit of a human upbringing. He is a Klingon warrior through and through; loyal to the Alliance, he shows no mercy to his enemies.*





STARFLEET DIVISIONS

EDUCATION

STARFLEET ACADEMY ENTRANCE EXAM

The crews of Federation starships are experts in their chosen fields, a glowing reflection of the solid training provided by Starfleet Academy. Starfleet cadets must already have proven themselves to be extraordinary individuals by facing the challenge of the demanding entrance exams.

Everyone who dreams of becoming a Starfleet officer must first be selected to sit the demanding Starfleet Academy entrance exam. Finalists are selected to participate only if they have passed their preliminary tests with the highest scores. The entrance examinations are held over a three day period at Starfleet facilities throughout Federation space, such as the testing facility on the planet Relva VII. Only one of those from Relva will be the final choice for admission, but it is a great honor to make it even this far.

The purpose of the entrance exam is to make the final determination. The experience is extremely challenging, even exhausting, but also illuminating and rewarding. Candidates must have reached the minimum age of 16; if they are not Federation citizens, their application must be accompanied by a letter of recommendation from a command-level

Starfleet officer, who acts as their sponsor.

Upon a candidate's arrival at their designated Starfleet facility, they receive a brief indoctrination from their supervising tactical officer, who warns them that not all tests will be announced. This is so that their natural responses to situations can be assessed. Starfleet Academy is searching for the whole range of skills a person possesses, and the tests will determine not only a candidate's scientific and logical skills, but also their ability to work within a team – something which will be of vital importance during the long months of starship duty.

Careful assessment

A candidate's ability to deal with members of other races, and their knowledge of alien protocol, is also assessed. Every Starfleet officer must be a skilled diplomat, for they will



▲ Tactical Officer Chang is in charge of overseeing the Starfleet Academy entrance exams, held on planet Relva VII.

encounter many new races. As a graduate, one may be posted to some of the most remote areas of the Federation, perhaps even venturing into unexplored space. This will result in close contact with many races and cultures.

Candidates are made aware that, while in the facility, something as simple as a person

STARFLEET HOPEFULS

Future officers

In 2364, Starfleet Academy entrance exams are held on Relva VII. Four candidates take part, among them Wesley Crusher, son of the chief medical officer of the U.S.S. Enterprise NCC-1701-D. Each candidate brings their own unique perspective to the problems they face; they are all undoubtedly worthy, but only one will be selected to enter the academy. Regardless of success, it is an honor to even be chosen for the exam.



▲ Jake Kurland hopes to be selected for the entrance exams for Starfleet Academy, but he fails at the first hurdle, and is not selected for the tests.

▶ The brilliant human female, Oliana Mirren, takes part in the Starfleet Academy entrance exams with Wesley Crusher. Mirren achieves runner-up status.



▲ Mordock of Benzar is the candidate who is selected for the academy placement, based on his aggregate results. He is the first Benzite to enter Starfleet.



▲ T'Shanik comes to Relva VII from the planet Vulcan Regar. The logic of her approach to the assessments does not win her a place in the academy in 2364.





STARFLEET ACADEMY ENTRANCE EXAM

stopping them in the corridor to ask directions may be part of the 'unofficial' testing process. As well as overall assessment, the manner in which candidates approach each new problem is also tested, to gain an indication of their possible future behavior as starship officers.

Each candidate is assigned their own personal computer unit in the main testing room. Candidates are allowed to talk among themselves, and to share information to help each other, as they would with their fellow officers on a starship. The tests are designed to recreate the shipboard environment.

The tests take place in many disciplines, including deductive reasoning, spatial orientation, and practical exercises to judge stress reaction to navigational or emergency situations. The hyperspace physics test measures scientific and mathematical performances, whereas the dynamic relationships test determines how a candidate will react in cultural conflict situations, and evaluates their interpersonal relationship skills.

Psych test

The final, and most difficult, test a candidate will face is the psychological evaluation, based on reactions to various individual problems; this is referred to by candidates as the 'psych test'. It is the most dreaded of all assessments, as it forces a candidate to live through and confront their deepest fears. These fears are based on the individual psychological evaluations of each candidate, and may relate to specific experiences in their past. An academy hopeful's reaction to this simulation is very important, although it will not determine their final grade.

All of the tests taken factor in the final result; some carry more weight than others, but it is crucial that a candidate undertakes each



▲ On Stardate 42779, Wesley Crusher again attempts the Starfleet Academy entrance exam, this time on STARBASE 515.

challenge with equal discipline.

There is an hour given between each test to relax and prepare for the next. Candidates are assigned quarters at their facility; the evenings are free for them to occupy at their discretion, and recreational areas are available to use at their leisure.

Finally, it is emphasized that if a candidate fails to make it into Starfleet Academy, they will be given another chance to take the examination the following year, based upon their test scores. Starfleet Academy has been known to fail candidates on their first entrance examination who then went on to become some of their best officers. Captain Jean-Luc Picard of the *U.S.S. Enterprise NCC-1701-D*, who is highly regarded within Starfleet, and was even asked at one point to become the Commandant of Starfleet Academy, was unsuccessful on his first attempt, but proved his merit on the second.

Wesley Crusher also fails his first attempt at the Starfleet Academy entrance exam, yet even he fares better than Jake Kurland, the son of



▲ Wesley fails to enter the academy the first time, but he takes his failure well, and vows to try again the following year.

another *Enterprise* crew member. Jake fails to make it past the initial barrier of being selected for the exam, and, as a result, steals a shuttlecraft and departs the ship to join a freighter. The stress affects different people in different ways, but such an impulsive reaction suggests that Captain Picard was right not to put this particular candidate forward for the exams.

Further options

Another option exists for those who are doubtful of attaining the scores needed to sit the entrance exams: six weeks of 'summer classes' called the **Starfleet Academy Preparatory Program**. This helps hone skills, and shows determination to the admissions committee. The **Ferengi Nog** practices for the four-day admission test for the program aboard *Deep Space Nine* in 2371.

The pressure on each candidate is immense, and personal hopes and expectations weigh heavily on each potential cadet, both before and after the examination. In this way, the mettle of a future Starfleet officer is tested.

HIGH EXPECTATIONS

Exam pressure

The pressure to succeed in acquiring a place at Starfleet Academy is enormous; the procedure is very select. Only the best of the best are chosen, and, although it is considered a great honor to even attend the entrance examinations, this is scant comfort to those who make it this far only. The pressure is extremely high even at this early stage.

Two candidates from the *U.S.S. Enterprise NCC-1701-D* apply to take the Starfleet Academy entrance exams on Relva VII in 2364. Jake Kurland and Wesley Crusher, two children of *Enterprise* crew members, compete for the honor, but only one is chosen: Wesley. Jake is so distraught at his failure that he gives up all hope of entering Starfleet; rather than disappoint his father with the news, Jake decides to run away from his shame and join the crew of a merchant vessel.

The young man's departure in a shuttlecraft is detected on the bridge. Captain Picard succeeds in persuading Jake to return to the starship, but, by the time he agrees, he has run into difficulties; the shuttle begins to burn up in the atmosphere of a planet. The *Enterprise* only just manages to save the young man, and Executive Officer William Riker

makes Jake do all of the repairs on the shuttlecraft as punishment for his reckless behavior.

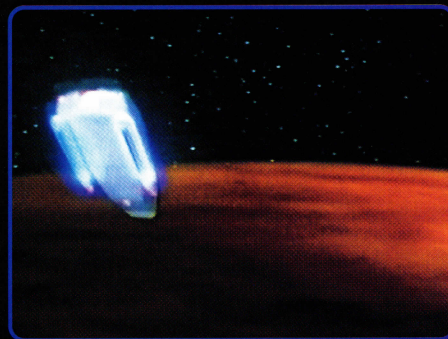
Knowledge of the entrance requirements to Starfleet Academy alone can often be more than a candidate can cope with – it is daunting for potential cadets to know they are in competition with a whole Galaxy of hopefuls. Some comfort can be gained from the fact that failure is not always the end of the road; many candidates succeed on a second attempt.



▲ Unable to cope with his own failure, Jake gives up all hope of entering Starfleet, and runs away in a shuttlecraft.



▲ Jake Kurland is just beaten to the selection of the academy entrance exam by Wesley Crusher.



▲ Jake's actions almost cost him his life when his shuttle begins to burn up in the atmosphere of a planet.

Kirk & Time Travel

Once described by the Federation Department of Temporal Investigations as a "menace," Captain James T. Kirk of the *U.S.S. Enterprise NCC-1701* travels back in time on numerous occasions. On these special missions, he learns just how dangerous interference with the past can be.

Time travel is full of dangerous dilemmas, and **Captain James T. Kirk** of the *U.S.S. Enterprise NCC-1701* has struggled with its complexities on various occasions. In fact, Kirk's crew are responsible for the first recorded journey through time by a Federation vessel; when the ship escapes the pull of a planet's gravity by using a controlled explosion, the vessel is thrown 71 hours back in time. This is an unexpected side-effect, but one that presents further possibilities for the future.

Gravity again plays a part in sending the *Enterprise* back in time on **Stardate 3113**, when Kirk's ship passes through a huge spacetime vortex created by a black hole, and is hurled back in time to mid 20th-century Earth.

There, the ship is photographed by a military jet. The jet is secured by the *Enterprise* tractor beam, but it breaks up under the stress; the only way to save the life of the pilot,

John Christopher, is to beam him aboard. However, a US Air Force pilot is a trained observer, and could recount things from his experience that may lead to technology being developed too soon.

Drastic solutions

Kirk cannot allow Captain Christopher to retain this knowledge. One solution is to use a drug to suppress his memory, but there is no way for Kirk to gauge how effective it will be; they cannot risk Christopher dying, as his son, who has not yet been born, will one day command an important mission to Saturn. Luckily, the situation is resolved by traveling back in time to seconds before Christopher sighted the *Enterprise*, and changing history once again to ensure that he does not observe the starship.

Kirk gets a more worrying glimpse of how dangerous time travel can be when an unstable **Dr. McCoy** disappears through a temporal portal, the

PROFILE OF A TIME TRAVELER

TEMPORAL INCURSIONS: By the 24th century, the Federation Department of Temporal Investigations has records of 17 separate temporal violations in Kirk's file.

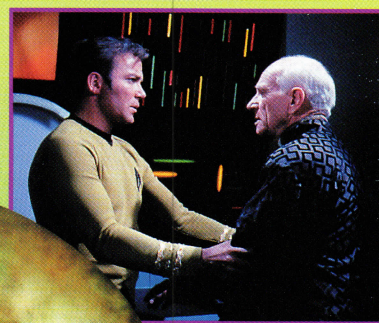
REMARKS: Kirk is an experienced time traveler. His excursions into Earth's past include trips to three different eras of the 20th century, while his journey into Sarpeidon's history reveals a society much like 17th-century Earth. When swept into the Nexus, Kirk relives parts of his own life, with the opportunity to reflect on how things might have been different.



▲ **Captain Kirk gets plenty of practice at dealing with humans from the past. When taken prisoner by the US Air Force in 1967 and questioned, he tells the truth without letting slip any details which might alter history; he knows full well his captors will disregard what he says.**

Guardian of Forever. Kirk and Spock witness changes in their present, seemingly caused by McCoy's interference with history. They follow him back to the United

States of the 1930's, where it seems that the pivotal moment is the death of a young woman named **Edith Keeler**. If the past is



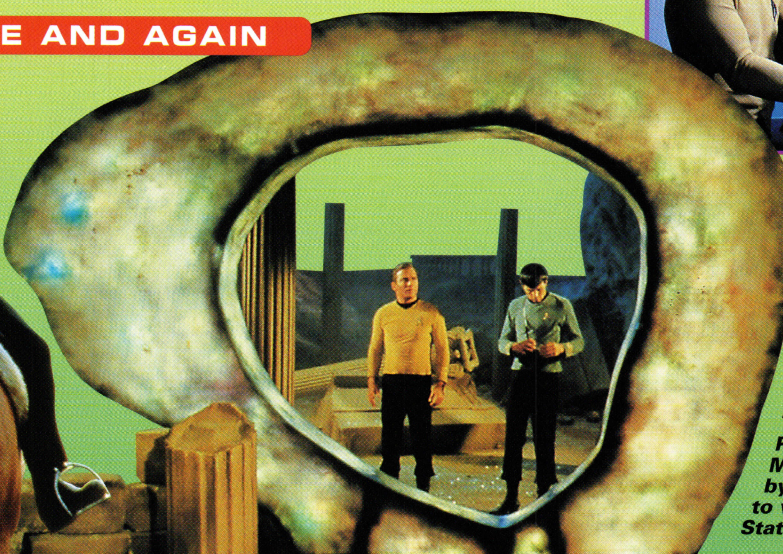
★ **Alien machine**
Kirk travels to the past of the planet Sarpeidon via the atavachron, which the inhabitants use to escape a natural disaster.

★ **Eternity**
The Guardian of Forever allows Dr. McCoy, followed by Kirk and Spock, to visit the United States in the 1930's.

TIME AND AGAIN

★ Horse sense

Kirk enters the Nexus in the late 23rd century and leaves it nearly a century later. Inside the energy ribbon, several different time periods can exist simultaneously.



Kirk & Time Travel



★ Heeler round the corner

Captain Kirk and Mr. Spock make an attempt to blend in to 1930's Earth by wearing contemporary fashions.

altered so that she does not die, she will be responsible for a successful anti-war campaign that will lead to the Nazis winning World War II.

Kirk falls in love with Keeler, but knows he must not save her. This is probably the most painful personal decision of his career.

Historical missions

By the following year, **Starfleet** are making good use of their ships' ability to time travel by sending vessels into the past on historical research missions. On one such venture, to 1960's Earth, Kirk discovers an agent named **Gary Seven**, who appears to be interfering with the timeline. But it unfolds that the intervention of Gary Seven



★ Temporal dilemma

Captain John Christopher poses a problem for Kirk: he has seen too much of the future, but is too important to it to be allowed to die.

is true to the history that leads to Kirk's future, and Kirk comes to realize that time may be more robust than he previously thought.

While investigating the disappearance of the inhabitants of **Sarpeidon** in 2269, the captain accidentally activates a time portal called the **atavachron** and is transported back to a period of Sarpeidon's past reminiscent of Earth's Salem witch trials. Luckily, his presence at such a chaotic time does not cause any great changes; anything he tells the prosecution is dismissed as the Devil's work.

Perhaps Kirk's most important journey through time occurs in 2286, when he intentionally takes a **Klingon Bird-of-Prey** back in time to capture two humpback whales,

needed to communicate with an alien vessel in the 23rd century, by which time the species is extinct. To achieve the transfer, Kirk's crew sling-shot their vessel around Earth's sun.

Matters are complicated by a romantic entanglement between Kirk and **Gillian Taylor**, a marine biologist who manages to get aboard the *Bird-of-Prey* from the future. Great pains are taken to avoid interference with history, but Kirk can see the logic in Taylor's

★ Encounters

Kirk's romance with Gillian Taylor complicates matters when Kirk and his crew travel back to 1986.



★ Killing time

Kirk finds himself on the business end of a gun when he confronts Gary Seven and Roberta Lincoln in Earth's past.

request to accompany them back to the future, where she will know far more than the scientists of that time about the biology of hump-backed whales, and so he allows her to come along. Perhaps this willingness to bend the rules, rather than strictly adhere to the established timeline, is one of the reasons that the somber agents of **Temporal Investigations** consider Kirk to be such a menace, no matter what long-term benefits his actions may have.

"Save [Edith Keeler] ... do as your heart tells you to do ... and millions will die who did not die before."

— Spock to a stricken Kirk

SECOND CHANCES

The Nexus phase

Kirk experiences alternative time when he is absorbed into the mysterious phenomena known as the Nexus. This is not

strictly time travel, but Kirk's perception of it is as real as on any other occasion. This metaphysical experience of an alternative life has a profound affect on his outlook, and in some ways prepares Kirk for his impending death.



▲ Nexus outlook

Captain Kirk exits the Nexus with a new outlook, courtesy of the chance to relive parts of his life and see how things might have been different.

◀ Unwitting

Kirk has been on the receiving end of temporal violations as well; he was an unwitting party to the violation committed by the **DEFIANT crew in 2373.**

◀ Talking to the future

Kirk finds himself on the other end of the equation when Starfleet officers from the future infiltrate his crew.



FILE 44 NON-STARFLEET HUMANS

Dr. Noonien Soong

Dr. Noonien Soong silences his skeptical colleagues and attains scientific immortality when he perfects the **positronic brain**, giving androids like **Data** the capacity to simulate human thought.

Dr. Noonien Soong is an undisputed genius in the field of cybernetics, renowned primarily for his invention of the **positronic brain**. Soong's reputation is redeemed in 2365, when one of his creations, the android **Data**, becomes the first artificial person to be recognized under **Federation** law as a sentient being, deserving of individual civil rights.

Born on Earth, late in the 23rd century, Soong began his scientific career by making a series of inspired advances in the field of robotics; these brought him fame and the acclaim of the scientific community. The young scientist became more and more obsessed with creating a positronic brain capable of mimicking human thought and emotion.

However, a series of public failures soon ruined his reputation. Soong became known as the 'Dr. Frankenstein' of android research. He left Earth under an assumed name, and settled with his wife, **Juliana**, on the remote **Omicron Theta** colony.

Breakthroughs

It was during this period of self-imposed exile that Soong made his most profound and astonishing breakthroughs. He began designing and building humanoid robots, fashioned after his own image. His first three attempts were non-functioning failures, but he finally succeeded in creating a functioning, lifelike android capable of individual thought.

The first working android was named **Lore**, but it unfortunately exhibited sociopathic tendencies

PROFILE ON NOONNIEN SOONG

NAME: Noonien Soong

LIFE FORM: Human male

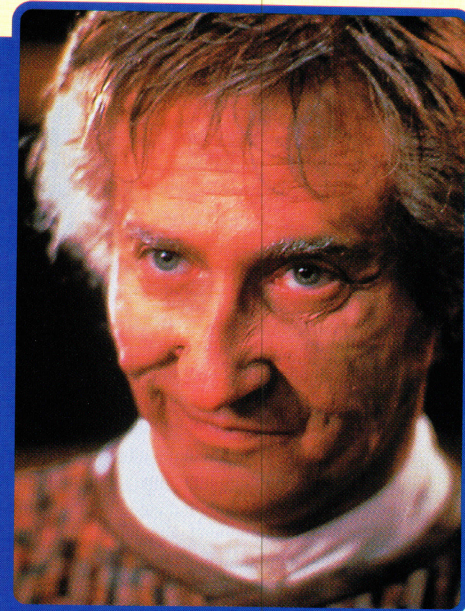
OCCUPATION: Cyberneticist

BORN: Late 23rd century

STATUS: Deceased [2367]

HISTORY: During a long, self-imposed exile, Soong perfected a positronic brain capable of mimicking human behavior. After enduring years of scorn, he became something of a cybernetic celebrity when he created the android **Data**.

FIRST SEEN: 'Brothers' [TNG]



Despite constant ridicule from colleagues, Dr. Noonien Soong devotes his life to perfecting androids capable of functioning like humans.

A SCIENTIST OBSESSED

★ Still working

Dr. Soong is long presumed to have been killed by the Crystalline Entity, but instead continues to work in a secret laboratory.



soon after activation. Soong deactivated this creation and began work on a new android. He suspected that

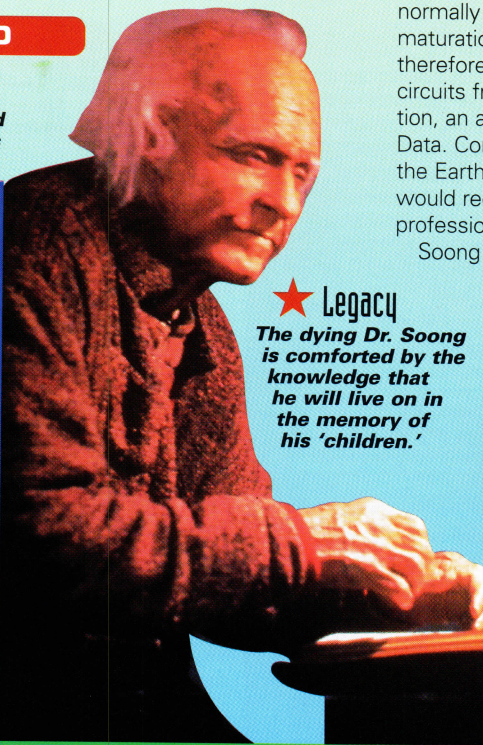
the problems with **Lore** may have been caused by the android's inability to handle emotions, which normally develop during maturation. The scientist therefore omitted emotion circuits from his next creation, an android named **Data**. Completed during the Earth year 2336, **Data** would redeem Soong's professional reputation.

Soong made his androids

in his own image, but it was his wife **Juliana** who gave **Data** the ability to think creatively and intuitively, if not emotionally. When activated, **Data** did not immediately exhibit any of his predecessor's negative traits, but he seemed unable to handle personal interaction. Dr. Soong deactivated **Data**, fearing that this inability to integrate into human

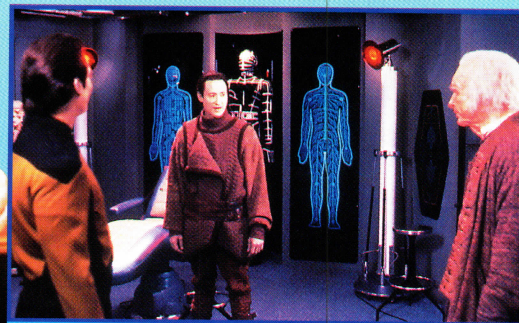
★ Legacy

The dying Dr. Soong is comforted by the knowledge that he will live on in the memory of his 'children.'



★ Family reunion

When they are finally reunited, Dr. Soong is heartbroken to discover that **Lore still bears great ill will toward his 'father.'**



OTHER CARDS IN THIS FILE...

1 HARCOURT FENTON MUDD
10 FLINT

SEE OTHER FILES...

ANDROIDS.....File 55
STAR TREK: THE NEXT GENERATION.....File 69

Dr. Noonien Soong



★ Wife and mother

In 2370, Data meets with the android replica of Dr. Soong's late wife, Juliana.

society would lead to the development of psychosis.

Soong did not give up on his creation, and programmed Data with the personal journals and official logs of the Omicron Theta colonists, hoping this mass of second-hand experience would help to build an understanding of human behavior and social values. Before this procedure was completed, however, disaster struck, and Soong was forced to abandon the unfinished Data, along with his laboratory and home.

Fearful of another scientific witchhunt on Omicron Theta, Soong had taken the precaution of setting up a secondary research laboratory shortly after arriving on his new homeworld. When a vast, spaceborne **Crystalline Entity** destroyed the Omicron Theta settlement in 2338, Soong made



★ Like father, like son

Both Data and Lore resemble their 'father', Dr. Soong, when he was a young man.

good his escape to this other lab. He was presumed dead, along with the other colonists, and took advantage of this to remain a recluse for the next 30 years, during which time he continues his life's work, developing an emotion chip and new control programs for his androids.

In 2367, Soong uses a long-distance remote signal to recall Data, now a highly-valued **Starfleet** officer, in order to install the emotion chip he has now perfected. When reunited, Soong and Data talk like father and son. Soong explains how his work consumed him, and that this obsession grew out of a desire for some kind of immortality through his mechanoid offspring, who he thinks of as his children.

Soong's plan to install the emotion chip goes awry when



★ Feelings

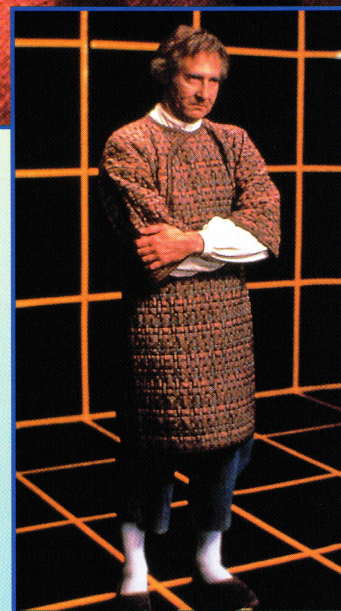
After many years of research, Dr. Soong perfects an emotion chip for his 'son', Data.

★ Data creator

With the aid of a data chip from his 'mother', Juliana, Data brings Dr. Soong back to life on the holodeck.

Lore arrives, having also been summoned by the remote signal. Unaware that his earlier creation had been reactivated, Soong is fooled by Lore into installing the chip into him instead of Data. When he attempts to redress this error, Soong is seriously injured by Lore. After Lore escapes, Data remains alone with the dying Soong for a short while, and is the last being to see the great scientist alive.

Data continues to remember Soong in his dreams, which are influenced by a program installed by his 'father'. In this way – through the dreams of his 'child' – Dr. Noonien Soong has achieved, in some way, the immortality for which he strove.



"This is your lucky day, Data. You've found your long-lost father, and he's alive. What do you think of that?"

— Dr. Soong to his 'son', Data

IN DREAMS

Strange meeting

In 2369, a severe plasma shock activates a hitherto-undiscovered subroutine embedded in Data's positronic brain by his creator, Dr. Noonien Soong. During periods of cognitive inactivity, Data begins to experience what can only be described as dreams. In one of these highly symbolic visions, Data meets again with his creator. The scientist is pleased by Data's efforts to understand human thoughts and feelings, and promises his 'son' that he has already become much more than a simple machine.



★ Advice

Data's dormant neural circuits are activated prematurely, but Dr. Soong still feels that his 'son' is ready to receive his words of wisdom.

★ Symbols

Images of a crow recur in Data's dreams. He comes to realize that the bird's flight mirrors his own journey toward developing human feelings and values.



FILE 43 STARFLEET PERSONNEL

Odo & Dr. Mora Pol: Adult Life

One is a shapeshifter and the other a Bajoran scientist, but Odo and Dr. Mora Pol's relationship is similar to that of a rebellious, resentful son and a strict, authoritarian father. Their association is fraught with tension and misunderstanding — until Odo comes to adopt a Changeling himself.

Odo leaves the Bajoran Institute of Science and Dr. Mora Pol full of resentment. He feels that he was a lab rat for the scientist for seven years, subjected to cruel experiments and inhumane treatment; as a result, Odo wants no further contact with Dr. Mora. He has no inkling of how much he has hurt the scientist's feelings until years later, when they meet again.

Dr. Mora feels that the most rewarding years of his life were spent working with Odo, exploring with him the unusual existence of a shapeshifter. He sees their past in a very different light, as an exhilarating time like no other in his career.

Different viewpoints

When Odo left his lab so abruptly years ago, Dr. Mora was convinced that the shapeshifter would return because he would be unable to function successfully in a humanoid society. When he sees Odo

again in 2370, the scientist realizes how much he misses his 'surrogate son'.

The Odo Dr. Mora meets on *Deep Space Nine* is more sure of himself and independent, well able to fulfill the difficult duties of his job as chief of security. The scientist has difficulty accepting that Odo is no longer under his control.

Just like old times

Dr. Mora does not treat Odo as an equal, or make the same effort to be polite as he would with a member of another race. One of the first things he says to Odo upon seeing him is, "coming along nicely," as though Odo is still a specimen for him to observe. He points out that Odo still hasn't managed to simulate ears well; then, without pausing, he proceeds to ask Odo if his uniform is part of him, or real clothing.

When Dr. Mora comments that Odo still has trouble with social integration, Odo replies that he integrates to the

PROFILE ON A RELATIONSHIP

NAME: Odo

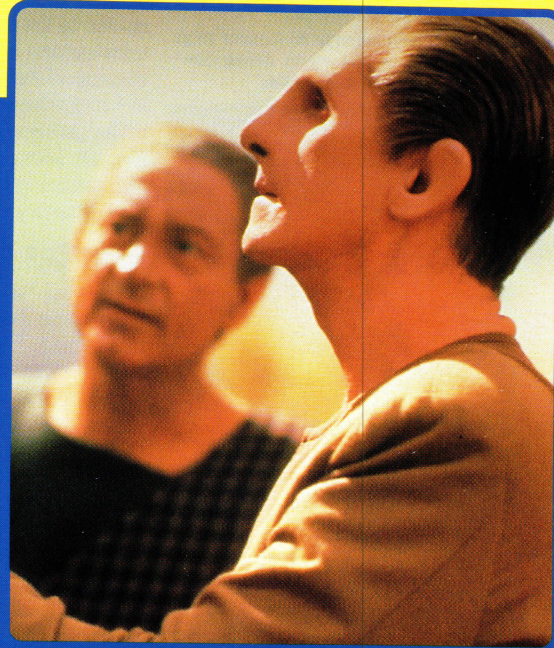
LIFE FORM: Changeling

REMARKS: Odo feels bitter about the harsh treatment he received from the Bajoran scientist during his early life.

NAME: Dr. Mora Pol

LIFE FORM: Bajoran male

REMARKS: Mora helped Odo through his formative years, but was shocked when the Changeling left his care. He finds it difficult to acknowledge that Odo can live and grow without him.



▲ Odo feels Dr. Mora Pol treated him cruelly, and with a lack of respect, when he was in his care. Dr. Mora, however, believes that Odo is ungrateful, considering the effort he invested in him. Their views of each other begin to change, however, when an infant Changeling unexpectedly enters their lives.

★ Strict father

Dr. Mora still treats Odo in a rather stern, fatherly way, much as he did when the Changeling was in his charge at the Institute of Science.

extent that he wishes to. The diligent scientist immediately demands that Odo define "as much as I want to."

Understandably, Odo finds Dr. Mora's attempt to revert to their old relationship of scientist and sample frustrating and very rude. Mora and Odo strenuously deny it, but their relationship mirrors that of an

authoritarian father and his rebellious son. For example, Odo models his hairstyle after the scientist; the two are of similar height and have similar, stern facial expressions. Like a father, Dr. Mora is pleased, almost proud, that Odo is doing so well on the station and has won friends, and the respect of his colleagues. At the back of his mind, however, is always the possibility that Odo will return to the laboratory to continue with their research.

Odo's continued and obvious dislike for him frustrates Dr. Mora. From his perspective, Odo is thankful for all the hard work he has put in with him. After all the time, attention, and education

ESTRANGED

★ Refusing to see the doctor

Odo becomes ill, but rather than contact his former care giver, Dr. Mora, he chooses to return to the Founder homeworld.



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Odo & Dr. Mora Pol: Adult Life



★ Cruel to be kind
Dr. Mora arrogantly believed that he was doing the right thing for Odo during his early life.



★ Role model
Despite his animosity toward his mentor, Odo models his hairstyle on that of Dr. Mora.

Dr. Mora gave Odo, the shapeshifter, the shape-shifter wants nothing more to do with him. "I gave you more than anyone else in my life," laments the doctor. "You were my life. And then you walked away, and now you don't trust me."

Dr. Mora is on *Deep Space Nine* to convince Odo to accompany him into the **Gamma Quadrant** in search of other shapeshifters. Although they don't find them, Odo becomes infected with a poisonous volcanic gas that

"If it weren't for me, you'd still be sitting on a shelf somewhere, in a beaker labeled 'unknown sample'."

— Dr. Mora Pol to Odo

somehow weakens his control over his emotions and shape-shifting abilities.

When the **Bajoran** scientist links a series of violent incidents on the station to Odo, the constable is horrified and bewildered. Sensing the opportunity to have Odo back in his clutches again, in addition to being genuinely concerned about him, Dr. Mora tries to bully Odo into returning to the safety of his laboratory.

Realization

Odo will have none of it, and Dr. Mora feels the sting of rejection once again. This time, however, he seems to understand the pain, both physical and emotional, he has unknowingly inflicted on Odo. Once the Changeling is cured, the two begin to reconcile. Dr. Mora resigns himself to the fact that Odo will never come 'home', and asks to be a part of his 'son's' life in a small way.

It isn't until Odo becomes a 'parent' himself that the rift between him and Dr. Mora is fully healed. By chance, Odo is presented with a sick infant Changeling in 2373. After the infant appears to have been cured, he uses decidedly more gentle techniques than Dr. Mora did to teach it to shapeshift.

Dr. Mora comes to the station,

eager to help his former pupil, only to find Odo wants no interference. The scientist agrees to simply stand in the background and observe, though he can't help but comment on Odo's methods.

When the baby shapeshifter doesn't respond, despite Odo's constant stream of chatter and encouragement, the constable is forced to employ some of the doctor's harsher techniques.

He watches the doctor's face as he uses the equipment, and realizes that Dr. Mora does not, and never did, enjoy tormenting infant Changelings. When the baby responds, both Dr. Mora and Odo are delighted. It then reaches out to Odo, trying to form his face. It is the infant's attempt to communicate.

Deeper understanding

Dr. Mora concedes that Odo's technique has validity, as the baby Changeling clearly has a connection to the older shapeshifter. Tragically, however, the baby shapeshifter dies, leaving Odo filled with incredible sorrow.

The experience allows Odo to realize that Dr. Mora's efforts with him weren't mean-spirited, but an attempt at communication, albeit a clumsy one. Watching Odo work with the infant Changeling is beneficial to Dr. Mora, too. It

reminds him of their time together, and how things could have been different. Communicating with the new Changeling and then losing it allows Odo and Dr. Mora to see that their connection is deeper than they suspected, and they agree to keep in touch, just as a humanoid father and son would.

As much as Odo may have objected to Dr. Mora's 'parenting' techniques, he cannot deny the importance of the scientist in his life, and the bond they share.



★ Joint care
The sick Changeling infant fails to recover, despite being nursed by two doctors and Odo.



★ Transformed
Odo regains his shapeshifting abilities after the dying infant is absorbed into his body.

CHANGING VIEWS

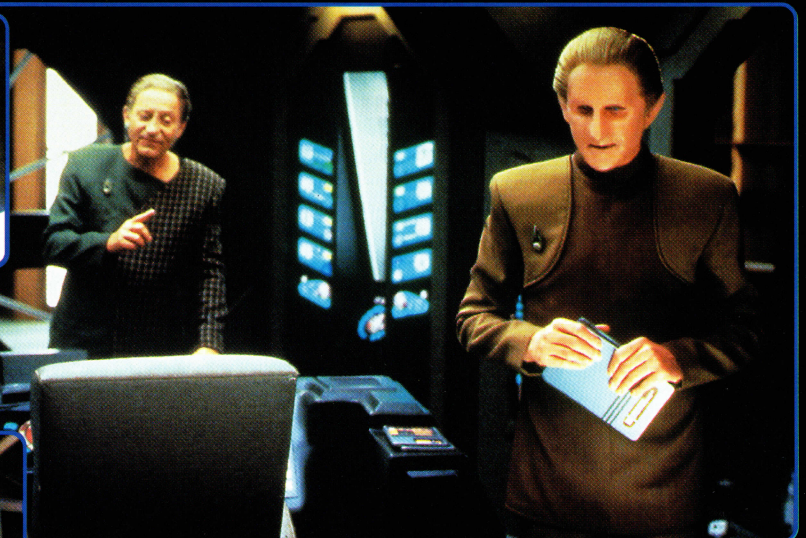
Reunited

When a young shapeshifter is found aboard *Deep Space Nine*, Odo insists he be given charge of the infant. However, the constable is forced to turn to his former mentor when he initially fails to get the results for which Starfleet is anxiously awaiting.

While working together, Odo and Dr. Mora Pol come to appreciate the other's point of view. Odo's realization that Mora faced similar pressures to those which he is now under helps resolve his feelings about the doctor, and softens his harsh edge. Being reconciled with Odo is also a relief to Dr. Mora, whose feelings toward 'his' Changeling include pride, affection, and great compassion.



▲ Friendship
The warring pair are reconciled after they observe one another studying the Changeling.



▲ Parenthood
Odo discovers the many challenges involved in caring for an infant.

▲ Unwanted advice
Differences of opinion arise on how best to look after the infant. Odo is adamant that his methods will be gentler than his tutor's.

Sickbay Quarantine Chamber

Starfleet quarantine chambers are used whenever patients with contagious diseases need to be isolated. They provide patients with a modicum of space and comfort, while also fulfilling their primary function. **Dr. Beverly Crusher** uses a quarantine chamber when a young boy on the *U.S.S. Enterprise NCC-1701-D* is infected with a parasitic virus.

Advances in medical technology have significantly reduced the spread of infection in the 24th century. Preventative medicine and sophisticated surgical techniques can now alleviate the pain and suffering associated with a great number of potentially fatal diseases.

Even so, there are still many hazardous bacterial life forms and lethal viruses for which there are no known antidotes or cures. **Starfleet** medical practitioners sometimes find they have no choice but to isolate contagious personnel, or restrict access to locations known to be contaminated.

Prevention

In the course of its travels, the *U.S.S. Enterprise NCC-1701-D* has a number of encounters that present a significant health risk to the ship and its personnel. Chief medical officers **Beverly Crusher** and **Katherine Pulaski** are fully authorized to erect quarantine fields or chambers whenever the *Enterprise* appears to be in any kind of medical danger.

For instance, in 2364, Dr. Crusher activates a quarantine field, with full shield backup, after an inorganic entity known as a **microbrain** projects a deadly energy field in the ship's medical lab. **Captain Jean-Luc Picard** authorizes the use of emergency power in order to initiate a full quarantine seal. In this case however, the quarantine seal is not powerful enough to contain the microbrains.

Some three years later, in 2367, another health risk requires the deployment of a large quarantine chamber in the *Enterprise's* sickbay. During a two-day liberty on **Ogus II**, **Jake Potts** pretends that his younger brother, **Willie**, has killed him with a **laser** pistol. Frightened and ashamed, Willie goes into

hiding on the planet. There, he eats the fruit of a **cove palm**, unaware that it is riddled with infectious parasites. After the boy is found, his illness is quickly diagnosed. Willie is immediately kept apart from other *Enterprise* personnel, and isolated in a large quarantine chamber.

Isolation

Jake Potts visits his brother in the *Enterprise's* quarantine anteroom; he finds Willie seated in a large, well-lit rectangular glass compartment. The floor and sides of this box are generously cushioned, so as to provide the patient with a degree of comfort during their lonely containment period, though it would be difficult for an adult humanoid to stand fully upright in this part of the chamber. The interior is decorated with thin, rectangular strips of light-blue trim.

At the front and sides of this part of the chamber are small circular slots, through which objects can be passed without compromising the sterile conditions. Physical contact with infected personnel is generally kept to a minimum, but Dr. Crusher can, if she chooses, push her hands through these slots and dispense injections, food, medicine, or other therapeutic treatments.

Energy provision

External scientific display panels sit in between the hand slots; there are similar panels on the interior rim of the front section. This glass chamber rests on a solid base, ensuring that those outside it do not have to stoop when passing their hands through the slots.

A large, two-tiered energy funnel rests on the covered ceiling of the chamber's front section. On the top of the funnel, there is a large disk that glows with red energy. The functions of this containment chamber include regulated environmental conditions, including the

purification of the oxygen entering and exiting the chamber, and interior temperature regulation. The force-field must be maintained if the quarantine chamber is to effectively restrict onboard infection to the confines of sickbay.

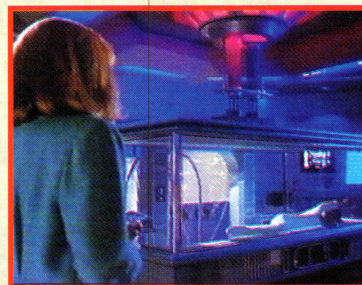
An arched exit on the front section's rear wall leads into a short corridor, composed of clear plastic sheeting that is wrapped around thin, curved metal support strips. The chamber's inhabitant can pass through this tunnel into a large, recreational rear area. This contains a number of windows, as well as further hand slots and external control panels.

Passing the time

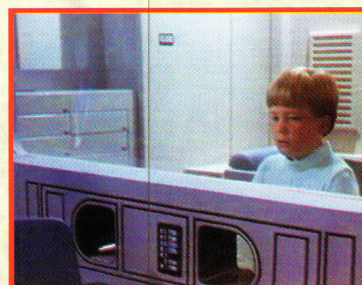
The rear room also contains additional soft furnishings and interior computer displays. On the left-hand side there are a number of small, white cabinet boxes: medicines, personal effects, and recreational games can be kept inside these. Young Willie Potts is distracted by his deadly infection, but the time spent in the quarantine chamber can nevertheless pass very slowly for a young boy. This rear room – along with the attentions of his guilt-stricken brother – helps to keep boredom at bay.

Willie is safely transferred to **Starbase 416**, where there are more extensive medical facilities. The young man responds well to three full days of treatment, and is then returned to the *Enterprise's* quarantine chamber. A further week of isolation ensures that Willie is cured; once the cove palm infection is no longer a risk to others, he is free to rejoin his young playmates aboard the ship.

The **Starfleet** medical quarantine chamber can now be dismantled and stored until it is needed again. It has proven time and again to be an indispensable piece of technology on the final frontier.



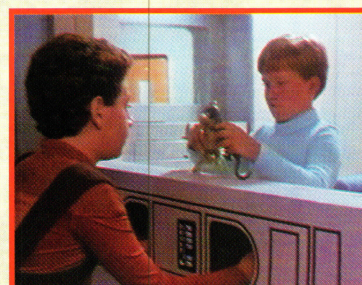
▲ **Dr. Crusher tends to the young patient she has placed in the *ENTERPRISE's* onboard quarantine chamber.**



▲ **Boredom and loneliness are kept at bay by incorporated recreational facilities.**



▲ **Dr. Crusher uses the hand slots to make direct contact with her patient.**



▲ **Once the two brothers are reconciled, they play together via the quarantine chamber.**



▲ **On his return from *STARBASE 416*, Willie Potts is visited by Data and Captain Picard.**

Sickbay Quarantine Chamber

HEALTH AND SAFETY

Isolating disease The quarantine chamber is a large, interconnected construction that can be temporarily erected within a starship's sickbay. The chamber maintains a powerful forcefield that ensures **Starfleet** personnel are protected from onboard infection.

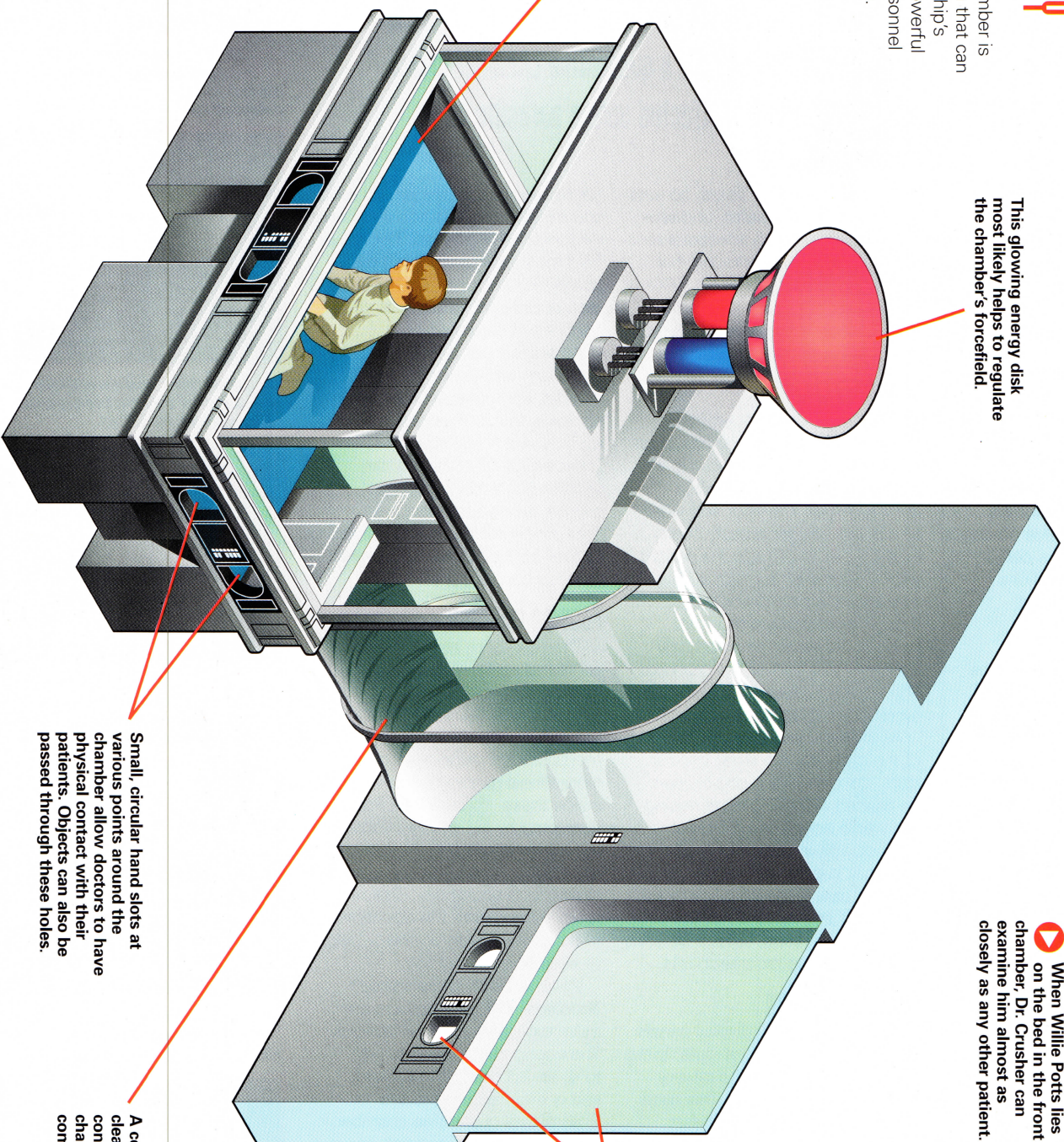
This glowing energy disk most likely helps to regulate the chamber's forcefield.

When Willie Potts lies on the bed in the front chamber, Dr. Crusher can examine him almost as closely as any other patient.



Inhabitants of the quarantine chamber can receive treatment here, while resting on a sickbay bed.

Patients in the quarantine chambers welcome social interaction with those outside. Prolonged stays in the chamber can be extremely boring.



A glass window allows medical staff to observe their patients within the larger of the chamber's two compartments. A further set of hand slots allows additional contact.

Small, circular hand slots at various points around the chamber allow doctors to have physical contact with their patients. Objects can also be passed through these holes.

A corridor made of clear plastic sheeting connects the quarantine chamber's two main compartments.



'All Our Yesterdays'

Captain Kirk and his two friends, Spock and McCoy, find themselves thrown into the past of a planet whose dying sun will soon go nova. Kirk is imprisoned in a primitive period of history and accused of witchcraft, while Spock and McCoy are trapped in a desolate ice age.

CAPTAIN'S LOG

STARDATE: 5943.7

"Beta Niobe will go nova in approximately three and a half hours. Its only satellite, Sarpeidon ... at last report was inhabited by a civilized, humanoid species. Now our instruments show that no intelligent life remains on the planet."

The explosion of the star **Beta Niobe** is imminent. **Captain Kirk**, **Dr. McCoy**, and **Commander Spock** beam down to **Sarpeidon** to investigate the disappearance of the population. They materialize in a library and find an elderly man, **Mr. Atoz**, who claims to have sent his people to safety. Atoz shows Kirk and his friends the archive disks from his planet's history; McCoy finds a disk on the ice age, while Kirk watches a period similar to 17th-century Earth.

Suddenly, Kirk hears a woman scream from an archway behind him; despite Atoz's protestations, he runs through and disappears through a portal. Seconds later, Spock and McCoy follow.

Kirk finds himself in the period of time at which he was looking, while Spock and McCoy are trapped in an ice age. The captain chases off the woman's attackers, but when he speaks to the 'voices' of Spock and McCoy on the other side of the portal, he is arrested for witchcraft. Meanwhile, McCoy succumbs to the cold. A woman named **Zarabeth** gives them refuge in her cave. She was exiled here by the tyrant **Zor Khan**, after her kinsmen plotted against him.

Trapped in the past

Zarabeth tells them that they cannot return to the future. When Spock loses his temper, McCoy begins to worry that the **Vulcan** is reverting to the ways of his barbaric ancestors of 5000 years ago. Kirk also finds an ally in the past; his prosecutor is from the future. He helps Kirk find his way back to the portal and return to the library.

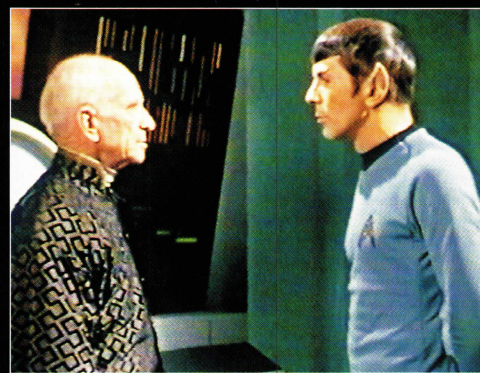
Atoz finds the disk of the ice age while, in the past, Zarabeth admits it is only she who cannot return. Spock and McCoy return to the portal and hear Kirk calling from the library. Spock is reluctant to leave Zarabeth, but eventually he and McCoy return through the portal – as Atoz runs through to the past period of his choosing. The landing party are swiftly beamed back to the **U.S.S.**

Enterprise NCC-1701 before Sarpeidon is eclipsed in the nova of Beta Niobe.

ON SCREEN...



1 In the library of Sarpeidon, Kirk finally encounters the real librarian, Mr. Atoz, after bumping into the many replicas the librarian has created to assist him.



2 While Kirk and McCoy look at the archive disks of the planet's past, Spock finds Atoz standing next to a complex machine, which he calls the atavachron.



3 Kirk hears a woman scream, and runs to help her. He finds himself in the past. When McCoy and Spock follow, he can hear their voices – but they are in another time.



4 McCoy is shocked that Spock readily accepts Zarabeth's word that they can never escape, but the Vulcan is becoming emotional and has fallen for the exile.



5 Kirk escapes from his jail cell and returns to the library. After struggling with Atoz and his replicas, Kirk forces the librarian to help him locate his friends.



6 Spock and Zarabeth say a tearful farewell before he and McCoy step through the portal. In Spock's present, Zarabeth will have been dead for centuries.

STARSHIP FACTS

The atavachron prepares the Sarpeidons for their life in the past by altering cell structure and brain patterns.



'Turnabout Intruder'

With the end of his five-year mission in command of the *U.S.S. Enterprise NCC-1701* approaching, **Captain Kirk** suddenly has his captaincy and his very identity stolen from him. His only hope now lies in the quick wits and loyalty of his officers and crew.

Responding to a distress call from an expedition party on **Camus II**, **Captain Kirk** beams down with **Mr. Spock** and **Dr. McCoy**. The expedition's leader, **Dr. Janice Lester**, is very ill; her physician, **Coleman**, says she is suffering from radiation poisoning. The captain stays with her while the others search for the rest of the group.

Kirk walks over to a strange alien device, but Lester activates a remote control and he is suddenly paralyzed. She stands beside him, and the alien device switches her mind to Kirk's body; Lester carries the captain, now in her body, back to the bed. The others return with the news that Lester's staff are dead. The 'new' captain of the *U.S.S. Enterprise NCC-1701* beams back to the ship, while Kirk lies powerless in sickbay.

Suspicious of mutiny

The captain's strange behavior quickly arouses suspicion. She overrides McCoy's authority, and places Coleman in charge of her body. Spock is puzzled by her orders to delay the rendezvous with the *U.S.S. Potemkin*, and instead transport 'Lester' to the primitive medical facility on **Venecia**. Later, Spock visits Lester's body and performs a **mind-meld**. Recognizing Kirk's thoughts, Spock tries to help him escape, but Lester arrives with a security team and charges Spock with mutiny.

A court-martial is held for the first officer. Despite Spock's lack of evidence, the senior officers are puzzled by the captain's hysterical behavior toward 'Lester'. McCoy and **Scotty** decide to side with Spock, but their conversation is taped, and they too are sentenced to death for mutiny.

Returning to the bridge, Lester finds the crew in mutiny. The life energy transfer is also weakening. She takes Coleman to the brig to kill her body before the transfer reverses, but they are too late. In her own body again, Lester collapses. Now back in command, Kirk returns to the bridge.

CAPTAIN'S LOG

STARDATE: 5928.5

"The *ENTERPRISE* has received a distress call from a group of scientists on **Camus II** who are exploring the ruins of a dead civilization. Their situation is desperate. Two of the survivors are the expedition's surgeon, **Dr. Coleman**, and the leader of the expedition, **Dr. Janice Lester**."

ON SCREEN...



1 Kirk stays by Dr. Lester's bedside. The two were once close, but their relationship was destroyed by Lester's bitterness that she did not become a starship captain.



2 Lester traps Kirk in an alien life energy transfer device found in the ruins of Camus II. She uses it to switch their identities so that she is now captain.



3 In Lester's body, Kirk manages to escape from confinement and find Spock and McCoy; however, he is struck down by Lester, using his body.



4 Spock's story that Lester has switched the captain's mind to her body seems ludicrous, but Scott and McCoy are suspicious of their captain's behavior.



5 The bridge crew refuse to accept the orders to execute Spock, McCoy, and Scott. Despite possessing the captain's body, Lester has lost her command.



6 Kirk regrets that Lester was not proud of her own gender and career, but he is relieved to return to the bridge of the *U.S.S. ENTERPRISE* - where he belongs.

STARSHIP FACTS

A In theory, the death penalty is still legal, but it can only be ordered on a starship if General Order Number Four is violated.



'Mortal Coil'

The *U.S.S. Voyager NCC-74656* loses one of its most valued crew members and brings him back to life again in a single day. For the starship crew it is nothing short of miraculous, but for their Talaxian friend Neelix, it results in a devastating loss of faith.

Neelix accompanies **Commander Chakotay** and **Lt. Paris** on an away mission to collect **protomatter** from a turbulent nebula. He is struck down in the shuttlecraft by a bolt of the nebulous energy, and dies.

In sickbay on the *U.S.S. Voyager NCC-74656*, **Captain Janeway** is making arrangements for Neelix's funeral when **Seven of Nine** enters. The former **Borg** claims she can resuscitate Neelix, who has now been dead for 18 hours, using advanced medical technology which was assimilated by the Borg. With the use of Seven's **nano-probes**, the **Talaxian** is regenerated.

Neelix cannot accept that he has died, but when he and Chakotay witness a **holodeck** recreation of his death, he tells Chakotay of his concern that he did not experience the Talaxian afterlife.

Later that evening, Neelix visits **Ensign Wildman's** daughter, **Naomi**. When she asks him to tell the story of the **Great Forest**, Neelix realizes he has lost his faith.

No meaning

Neelix has a relapse and needs a further injection of nanoprobes, but the Talaxian now resents being brought back from the dead. He asks Chakotay to lead him on a vision quest, but the quest becomes a nightmare as Neelix encounters a sinister version of the Great Forest. His dead sister, **Alixia**, is there; she tells him that everything he believed was a lie.

A suicidal Neelix tidies his affairs the next day and leaves a message for *Voyager's* crew. He goes to the **transporter** room and attempts to beam into the nebula, but his actions are detected on the bridge. Chakotay tries to talk Neelix down from the transporter pad, telling him that he needs more time to interpret the visions; Ensign Wildman also arrives and reminds Neelix that Naomi needs him. The Talaxian decides to give life another chance, and steps down to resume his duties on *Voyager*.

STARSHIP FACTS

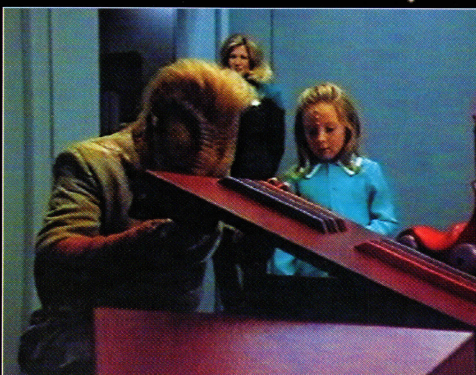
During **Praxen**, **Seven of Nine** tells **Ensign Wildman** that children assimilated by the Borg are placed in **naturation chambers** for 17 hours.

'MORTAL COIL'

"Do you know what I think about when I'm afraid to go to sleep? ... The Great Forest ... It's a place my people believe we're all going to go some day. It's a beautiful, beautiful forest filled with sunlight, and all the people who ever loved me are gathered there to watch over me as I sleep."

— Neelix to Naomi Wildman

ON SCREEN...



1 *Seven of Nine* observes Neelix's functions on the *U.S.S. VOYAGER*. He serves as chef, and is also a counselor looking out for the crew's welfare, including the child Naomi.



2 Neelix goes to **Ensign Wildman's** quarters to tuck her daughter into bed; he is the only one who Naomi believes can chase the monsters away so she can go to sleep.



3 *Seven of Nine* insists that Neelix needs to be revived because his functions on the ship are diverse. She adapts Borg medical technology to regenerate the Talaxian.



4 *VOYAGER's* crew celebrate the annual holiday of **Praxen**, the Talaxian celebration of family, but Neelix's heart is not in it. He feels life no longer has any meaning.



5 **Ensign Wildman** enters the transporter room; she is unaware that Neelix is about to commit suicide, but her presence reminds him that he still has a purpose.



6 That evening, **Naomi Wildman** goes to sleep dreaming that she is curled up beneath the guiding tree in the Talaxian Great Forest, just as Neelix described it.



'Waking Moments'

An alien race captures **Captain Janeway's** crew through their dreams, playing on their worst fears and preventing them from waking from the collective nightmare. Only **Commander Chakotay** and the **Doctor** remain in the 'waking world'.

The crew of the **U.S.S. Voyager NCC-74656** endure a fitful night's sleep. The next morning, **Captain Janeway** discovers that the same alien appeared in all of their dreams. **Ensign Kim** has also overslept for duty, but when Janeway and **Lt. Commander Tuvok** go to his quarters, they cannot wake him.

Sickbay overflows with sleeping crew members; the **Doctor** reports that he cannot wake them. In a briefing, Chakotay suggests he uses the Akuna ritual to communicate with the mysterious dream alien. Chakotay sends himself into a deep sleep, and will awake by tapping the back of his hand three times at the sight of Earth's moon. In his dream, the alien tells Chakotay his people are a sleeping species; *Voyager's* crew will awake when the ship leaves their space. Chakotay taps his hand to wake up, and reports the dream to Janeway.

Collective dreaming

The alien's message is a trap, however; once *Voyager* reaches the requested destination, it is attacked and boarded. The crew are held in the cargo bay, and begin to plan how to retake the ship. Chakotay, however, sees the reflection of Earth's moon, and tells **Torres** they are still dreaming. He taps the back of his hand three times to wake up, vanishing from the dream world.

In the waking world, Chakotay finds the entire crew asleep. The **Doctor** detects a **neurogenic field** around them. Chakotay goes to the bridge and locates the sleepers' homeworld by scanning for a strong neurogenic field. While in the dreamworld, **Lt. Torres** reports Chakotay's last words before he disappeared to the captain; Janeway then tells her crew to take control of the dream, as they cannot be harmed if it is not real.

Armed with this belief, *Voyager's* crew overpower the aliens. Chakotay reappears, and tells the aliens that he is now standing on their homeworld. Unless they release *Voyager*, the **Doctor** has orders to destroy their world. The aliens admit defeat and release the crew from their sleep.

'WAKING MOMENTS'

"It reminds me of the Australian aborigines. They believed the dreamworld was no more or less real than the waking world. In fact, their creation mythology says their ancestors actually dreamed the world into existence."

— Chakotay to Janeway

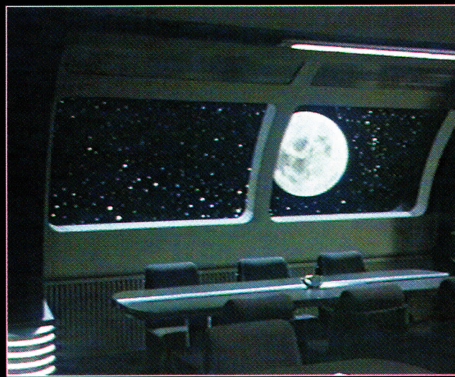
ON SCREEN...



1 The crew of the **U.S.S. VOYAGER** suffer terrible nightmares; **Captain Janeway** dreams that she commands a ghost ship after failing to get her crew home.



2 Some of the crew's dreams are more embarrassing than frightening. Chief of Security **Tuvok** dreams that he forgets to put on his uniform for duty.



3 Chakotay uses a technique called **lucid dreaming**, which allows him to retain control of his dream. He uses the stimulus of the **Earth's moon** to wake up.



4 The aliens lead **VOYAGER** into a trap and take over the ship. **Seven of Nine** and **Harry Kim** create a diversion, during which Chakotay and **Torres** slip away.



5 Chakotay awakes and locates the sleepers' homeworld. He beams down to destroy the generator they are using to keep the **VOYAGER** crew from waking.



6 Chakotay falls asleep again, but he warns the aliens that the **Doctor** has orders to destroy their world — and him — if he fails to secure the release of the crew.

STARSHIP FACTS



Once the crew are awake again, the **Doctor** reports that they are all suffering from acute insomnia.

continued

interplexing beacon

Powerful subspace transmitter. Invading **Borg** attempted to convert the **U.S.S. Enterprise NCC-1701-E** deflector dish into an interplexing beacon in order to contact reinforcements in the 21st century. (*Starship Log: Star Trek: First Contact*) **SEE FILES 15, 26, 79**

interrogative subroutines

A set of questions that the user is required to answer correctly as part of a computer's security protocol. **Garak** felt that **Dukat's** paranoia showed in the large number of such routines he embedded in his access code. (*Starship Log: 'Civil Defense' [DS9]*) **SEE FILES 27, 50, 70**

interspace

SEE **interphase generator**, **spatial interphase**

Interspecies Ethics

A course of study at **Starfleet Academy**. **Kathryn Janeway** questioned **Chakotay** on who the instructor was to determine if he was actually a **Species 8472** agent in disguise. It was not **Admiral Nimebeh**. (*Starship Log: 'In The Flesh' [VOY]*) **SEE FILES 7, 18, 71**

Interstellar History

This was the only subject **B'Elanna Torres** failed at **Starfleet Academy**. **Harry Kim** chose it as a category in a trivia game they played while stuck in a **turbolift** on the 47th day of the **U.S.S. Voyager's** 'Year of Hell.' (*Starship Log: 'Year of Hell' [VOY]*) **SEE FILES 19, 43, 71**

intraship beaming

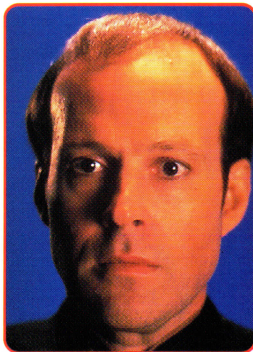
The process of transporting from one point to another within the same starship. In the 23rd century, this was a dangerous, and therefore rarely undertaken, operation; by the 24th century, the process was commonplace. (*Starship Log: 'Day of the Dove' [TOS]*) **SEE FILES 59, 68, 69**

intraspinal inhibitor

This medication can induce paralysis in a patient. When the **U.S.S. Voyager NCC-74656's** **EMH** was possessed by a personality subroutine malfunction, he injected **B'Elanna Torres** with an intraspinal inhibitor. (*Starship Log: 'Darkling' [VOY]*) **SEE FILES 43, 71**

intravascular pressure

This medical benchmark measures the speed at which blood flows through the body. For the hypochondriac **Lt. Reg Barclay**, increased pressure indicated a case of **Urodelean flu**. (*Starship Log: 'Genesis' [TNG]*) **SEE FILES 43, 69**



◀ **Lt. Barclay became very worried after suffering from increased intravascular pressure due to catching a mild case of Urodelean flu.**



▶ **The Borg built an interplexing beacon around the U.S.S. ENTERPRISE NCC-1701-E deflector.**

Intrepid, U.S.S.

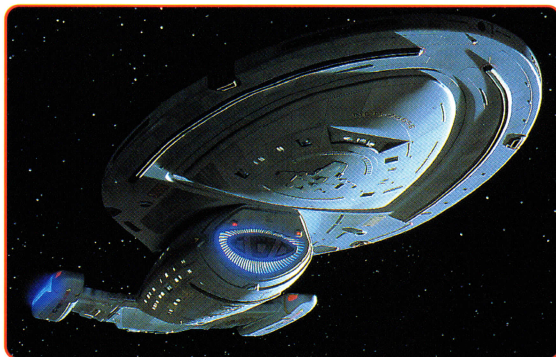
Starfleet vessel. When he found himself in a counterfeit **Starfleet Headquarters**, **Chakotay** told the counterfeit **Boothby** that he had arrived on the **Intrepid**. Boothby believed the ship was patrolling the **Neutral Zone**. (*Starship Log: 'In The Flesh' [VOY]*) **SEE FILES 31, 71**

Intrepid NCC-1631, U.S.S.

This **Constitution-class** ship, crewed entirely by **Vulcans**, fell victim to an immense amoeba in 2268. A year earlier, the ship had been damaged in an **ion storm**. (*Starship Log: 'Court Martial' [TOS]*) **SEE FILES 31, 68**

Intrepid NCC-38907, U.S.S.

In 2346, this **Excelsior-class** **Federation** starship was first on the scene at **Khitomer** after the **Klingon** outpost there was annihilated by **Romulans**. **Sergey Rozhenko**, a chief petty officer aboard the vessel, adopted a young Klingon orphan, **Worf**, who was the only survivor. (*Starship Log: 'Sins of the Father' [TNG]*) **SEE FILES 31, 69**



▶ **U.S.S. VOYAGER, only the second INTREPID-class starship, benefits from advanced technology such as bio-neural gel packs.**

Intrepid class

Category of **Federation** starship, designed for speed and maneuverability, and featuring **bio-neural gel pack** technology. The **U.S.S. Voyager NCC-74656** was only the second **Intrepid-class** craft to be launched. (*Starship Log: 'Caretaker' [VOY]*) **SEE FILES 29, 71**

intron

Inert molecules of genetic coding that exist alongside active DNA. **Barclay's** **Protomorphosis Syndrome** made introns dominant, and caused the **U.S.S. Enterprise NCC-1701-D** crew to revert into earlier evolutionary forms. (*Starship Log: 'Genesis' [TNG]*) **SEE FILES 43, 69**

interplexing beacon
interrogative subroutines
interspace
Interspecies Ethics
Interstellar History
intraship beaming
intraspinal inhibitor
intravascular pressure
Intrepid, U.S.S.
Intrepid NCC-1631, U.S.S.
Intrepid NCC-38907, U.S.S.
Intrepid class
intron
intron virus
invasive program
Invernia II
inverse tachyon beam
inversion nebula
inverter
invidium
invisibility screen
ion lightning
ion propulsion
ion signature
ion storm
ion surfing
ion trail
ion-transtator
ionogenic particles
ionic interference
ionic pulse



▶ **The disturbed EMH used an intraspinal inhibitor to incapacitate B'Elanna Torres, when she attempted to correct his program.**



▶ **Barclay's introns became active and mutated, causing him to revert to an earlier evolutionary form.**



intron virus SEE **Barclay's Protomorphosis Syndrome**

invasive program Created in 2368 by the **U.S.S. Enterprise NCC-1701-D's** **Geordi La Forge**, but never used, this program was an insolvable software puzzle designed to destroy the **Borg** collective from within; attempts to fathom it would only make the puzzle grow larger. (*Starship Log: 'I, Borg' [TNG]*) **SEE FILES 15, 69**



Invernia II Second planet in the **Invernia system**. **Richard Bashir**, **Dr. Julian Bashir's** father, once served here as a member of the diplomatic corps. (*Starship Log: 'Melora' [DS9]*) **SEE FILES 43, 70**

One of **Richard Bashir's** many jobs was with the **Federation Diplomatic Corps**.

inverse tachyon beam This energy probe was used in 2395, in **Q's anti-time future**, to investigate time – the next layer of space outside **subspace**. Unfortunately, accidental misuse of the beam almost destroyed the universe. (*Starship Log: 'All Good Things...' [TNG]*) **SEE FILES 5, 69**

inversion nebula Astronomical phenomenon composed of ignitable plasma stands. Astrotheorists had assumed these gaseous clouds burned out rapidly, but the one encountered at close range by the **U.S.S. Voyager NCC-74656** in 2373 was centuries old. (*Starship Log: 'Alter Ego' [VOY]*) **SEE FILES 5, 71**



Dr. Crusher was kidnapped by an **Ansata** terrorist using a dangerous **inverter**.

inverter An interdimensional transporter used by **Ansata** terrorists to move around undetected, and also penetrate vessels' shields. It is possible, however, to detect the location of the inverter's power source. Repeated use of the inverter causes death. (*Starship Log: 'The High Ground' [TNG]*) **SEE FILES 18, 59, 69**

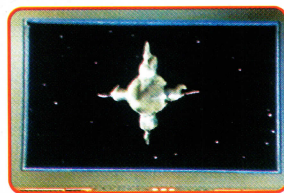
invidium An undetectable material employed by medical field containment generators. Invidium's instabilities prompted its abandonment by the **Federation**. A **Mikulaks** shipment containing invidium triggered catastrophic problems on the **U.S.S. Enterprise NCC-1701-D** in 2366. (*Starship Log: 'Hollow Pursuits' [TNG]*) **SEE FILES 25, 69**

invisibility screen SEE **cloaking device, Romulan**



Ion lightning is hazardous for smaller craft such as shuttles.

ion lightning One of the hazardous weather phenomena associated with **ion storms**. In 2373, a shuttle containing **Kathryn Janeway** and **Chakotay** crashed after ion lightning hit it. (*Starship Log: 'Coda' [VOY]*) **SEE FILES 5, 71**



Ion engines are used by the **Eymorg** to propel their vessels.

ion propulsion A trustworthy type of spacecraft engine that utilizes magnetic fields and electrically-charged gases. This method of propulsion was employed by the **Eymorg Vessel** in 2268; **Jem'Hadar** ships used it as a back-up propulsion system. (*Starship Log: 'Spock's Brain' [TOS]; 'The Ship' [DS9]*) **SEE FILES 40, 64, 68, 70**

ion signature A trail or wake of atomic residue left by vessels that utilize ion propulsion. This signature can be used to track the ship's movements, although it dissipates over time. It is also known as an **ion trail**. (*Starship Log: 'Innocence' [VOY]*) **SEE FILES 64, 71**

ion storm A phenomena similar to a lightning storm, but on a much larger scale. Charged ion particles from an ion storm can surge through a starship, causing massive damage. Sometimes, interdimensional travel can result, as happened with the transference of **Captain Kirk** and some of his crew to the **mirror universe** in 2267. (*Starship Log: 'Court Martial' [TOS]; 'Accession' [DS9]*) **SEE FILES 5, 18, 68, 70**

ion surfing An athletic endeavor. **Nog** and **Jake Sisko** occasionally went ion surfing together in a **Deep Space Nine** holosuite. Nog was unable to stay clear of the whip curls. (*Starship Log: 'The Visitor' [DS9]*) **SEE FILES 7, 43, 44, 70**

ion trail An alternative term to describe a vessel's **ion signature**. (*Starship Log: 'The Darkness and The Light' [DS9]; 'Initiations' [VOY]*) **SEE FILES 64, 70, 71**

ion-transtator An astrophysical device. A 23rd-century ion-transtor was included in an auction lot from a derelict freighter; **Jake Sisko** bid on the lot to get a **Willie Mays** baseball card for his father. (*Starship Log: 'In the Cards' [DS9]*) **SEE FILE 70**

ionogenic particles Atoms that have been electronically charged; the antithesis of anionic energy. In 2368, noncorporeal beings consisting of anionic energy invaded the **U.S.S. Enterprise NCC-1701-D**, and were contained using ionogenic particles. (*Starship Log: 'Power Play' [TNG]*) **SEE FILES 58, 69**

ionic interference Atmospheric electroatomic occlusion that can disrupt a variety of perceptual devices, such as sensors and **universal translators**. (*Starship Log: 'Indiscretion' [DS9]*) **SEE FILE 70**

ionic pulse In 2371, the **U.S.S. Enterprise NCC-1701-D** targeted a low-level ionic pulse on the **Duras sisters'** attacking **Bird-of-Prey**, resetting the ship's **plasma coil** and triggering its **cloaking device**. As the cloak engaged, the vessel's shields dropped, making the **Enterprise's** opponents vulnerable to **photon torpedoes**. (*Starship Log: 'Star Trek Generations' [TNG]*) **SEE FILES 34, 59, 78**

The **U.S.S. ENTERPRISE** crew showed their usual resourcefulness by firing an ionic pulse at a **BIRD-OF-PREY**, forcing the ship to cloak.

